

ISSUE NO.
215
JANUARY

GTM

GAME TRADE MAGAZINE

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February 2018

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IN THIS ISSUE:

- ASSERT YOUR LAND AND AIR SUPERIORITY WITH THE AT-ST WALKER AND T-47 AIRSPEEDER UNIT EXPANSIONS FOR FANTASY FLIGHT'S *STAR WARS: LEGION*.
- CELEBRATE THE 400-YEAR CATALONIAN TRADITION OF HUMAN TOWER-BUILDING WITH RENEGADE GAME STUDIOS' *CASTELL*!



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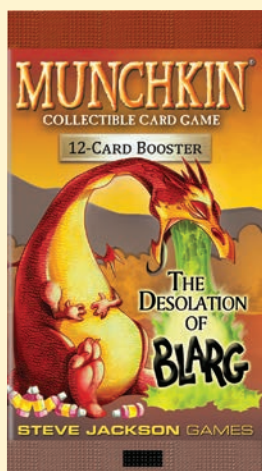


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COVER STORY



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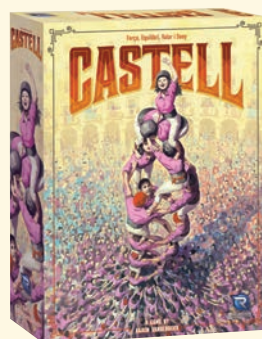


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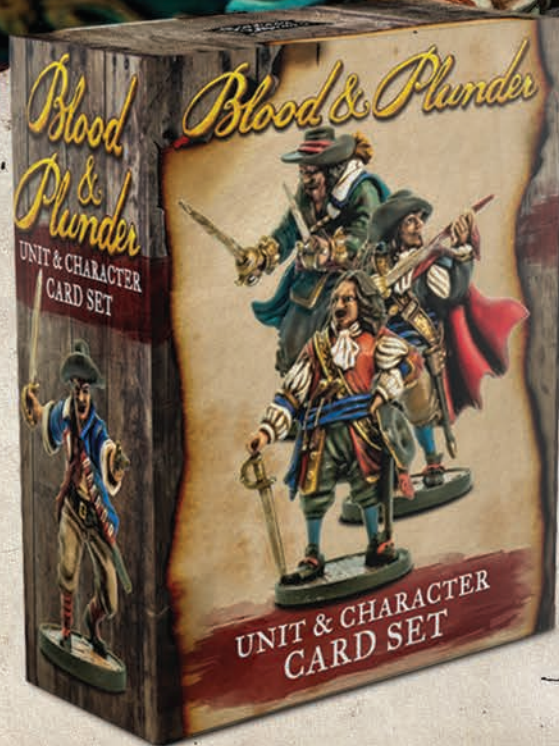


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28 MM HISTORICAL MINIATURES GAME *Set during The Golden Age of Piracy*

Brandish your cutlass and musket and prepare for high adventure on the Spanish Main! Take control of forces such as English or French buccaneers, Spanish or English militia, or Spanish guarda costas.



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SPOTLIGHTS



Catan: Cities & Knights Expansion

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by Catan Studio, LLC

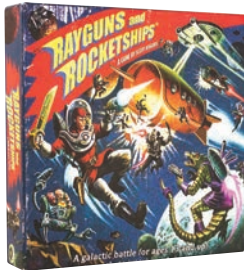
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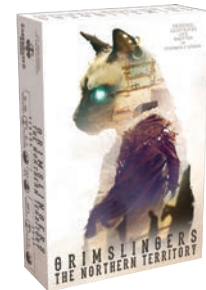


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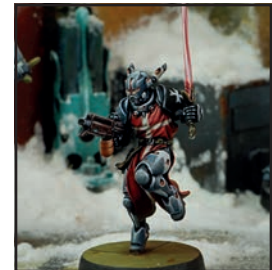
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BRAVE NEW WORLDS!



STARFINDER

PACT WORLDS

Experience the wonders of the Pact Worlds in this definitive, 216-page hardcover campaign setting for the Starfinder Roleplaying Game! The book contains detailed gazetteers for all worlds of the Absalom Pact, as well as new character themes for each Pact World. Travel the galaxy with the starships of Aballon, Verces, the Hellknights, the Iomedaeans, and the Xenowardens, or play as a member of one of six new alien races: shapechanging astrazoans, rolling bantrids, undead borais, plantlike khizars, robotic SROs, or winged strix. With tons of new archetypes, feats, spells, equipment, and NPC stat blocks, *Starfinder Pact Worlds* reveals the secrets and mysteries of the solar system and its inhabitants in all their science fantasy glory!

PRE-ORDER NOW!



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Happy New Year Dear Reader!

Greetings, and welcome to your inaugural *Game Trade Magazine* of 2018. Seasons' greetings and best wishes to you and yours as we commence a new year!

One of my favorite ways to celebrate the new year is with good friends and – of course – good games! Sometimes, it feels like I may be acquiring games faster than I can play them, so it's always great to have an excuse to slow down, sit down, and crack open a few new games. Of course, that may mean I have a few new games I can't win (my friends are REALLY good) but it's all about the fun, right?

OF COURSE NOT! I like to win as much as the next gamer and that's just one of the reasons I enjoy working with the rest of the *GTM* Bullpen and our contributors – I get a sneak peek at all of the upcoming and current releases, and hopefully a tip or two so that next time I sit at the game table, Yours Truly may finally have the advantage!

And boy-oh-boy do we have an issue for you this month – we start off with Steve Jackson Games' *The Desolation of Blarg*; do you have what it takes to bludgeon, bleed, and bluff your way to victory with this all-new expansion for Steve Jackson's *Munchkin Collectible Card Game*?

We follow that up with a closer look at a galaxy far, far away with *Star Wars: Legion* from Fantasy Flight Games! Choose your side, prepare your forces, and assert your land and air superiority with the AT-ST Walker and T-47 Airspeeder Unit Expansions!

If that weren't enough, be sure to check out the INCREDIBLE *Star Wars: Legion* gatefold in this issue!

On top of that, this issue provides a first look at some of the latest releases coming down the road, like WizKids' *Kung Fu Zoo* and CMON's *Way of the Panda*! And the awesome animal action doesn't stop there – be sure to check out Dude Games' *ARGH (Animals Revolt aGAINst Humans!)* for even more furious furry fury!

This issue also includes an exclusive Q&A with Walter Barber, the designer of *Grimslingers: Northern Territory* from Greenbrier Games, and the exclusive *Nine Virtues* variant for *Pairs*, from Cheapass Games!

And of course, be sure to check out our reviewers' closer look at some of the great games available at your Friendly Local Game Store. All this and more is yours in this month's great issue of *GTM*!

So, again our best wishes for a safe, happy new year to you all and –

GAME ON!
-JG



PUBLISHER Alliance Game Distributors

EDITOR/ADVERTISING MANAGER Jerome Gonyeau

ART DIRECTOR Matt Barham

COPYWRITER Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM

10150 York Road, Suite 300 • Hunt Valley, MD 21030
Phone 443.318.8001 • Fax 410.683.7082

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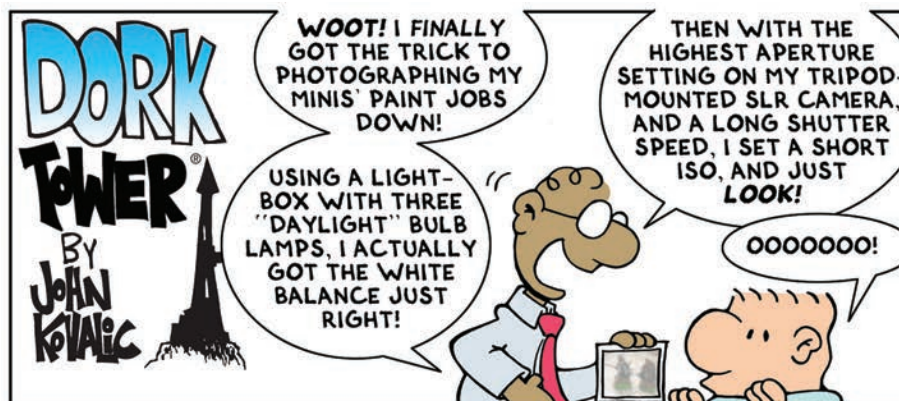
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.
GTM #203 \$3.99

ALC STUDIO



FIRETEAM ZERO: EUROPE CYCLE EXPANSION
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all-new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Boot").
AUC #T022 \$19.99

ALC STUDIO

KEY
There are symbols and terms found throughout Game Trade Magazine that mean the following:

Offered Again (O/A)
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI
Your store will set the price for all items labeled "PI". Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17POR SHELL (USED BY THE SHERMAN/FIREFLY)
AUC #H9HEL003 \$15.00

75MM AP SHELL (USED BY THE M4 SHERMAN)
AUC #H9HEL001 \$10.00

89MM SHELL (USED BY THE TIGER 1)
AUC #H9HEL002 \$15.00

SPOTLIGHT ON



JIM HENSON'S LABYRINTH: THE BOARD GAME
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a golden ball? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.
AUC #HLAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON



MYSTIC VALE: VALE OF MAGIC EXPANSION
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Valley of Uld. The druid clans are now harnessing the power of arcane magic to resist the blight and heal the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!
AEG #S84 \$29.99

ALDERAC ENTERTAINMENT GROUP



SIEGE
Brims & Brims! As a would be King, you control a castle of brave warriors and mighty subjects. In win you must move your forces wisely, defend your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defend your land and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue, and deduction. Scheduled to ship in December 2016.
AEG #S84 \$24.99

ASMODEE EDITIONS



AYE DARK OVERLORD! (THE GREEN BOX)
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor fails to quash a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best excuses to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more variety! Scheduled to ship in December 2016.
AEM #T11 \$24.95



AYE DARK OVERLORD! (THE RED BOX)
Aye Dark Overlord! The Red Box is the classic version of the storytelling party game where Servants give their best excuses to oppose their evil master - last they suffer the wrath of their Dark Overlord! Best cards give the players a framework for their story, but it's up to their wit to avoid the Withering looks of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016.
AEM #T10 \$24.95

ATLAS GAMES

O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)

It's set in a remote and ancient city, risen from the depths of the Pacific by a great curse. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landing on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity.
ATG #T20 \$14.95

AVALANCHE PRESS



KOREAN WAR COUNTER ATTACK
A new board game for 2-4 players.
AVALANCHE PRESS

BATTLEFIELD PRESS



D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG
Celebrating 30 Years of Nihon's Manga Craze! Ninja High School is the most popular anime/manga series of the 1980s. Now, two lovely young ladies enter the scene. Akihiro "Aki" Kato, a high schooler, is a ninja clan, and Princess Aoi of Sakai. Both are sent on a mission to find their true love. Can they survive their own feelings and the power of the enemy? Based on the fan-favorite anime series created, written, and illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magician. Scheduled to ship in December 2016.
BPP #N45 \$29.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

FIRE GIANT
GFF #T053 \$40.00



FROST GIANT
GFF #T054 \$40.00



STORM GIANT ROYAL GUARD
GFF #T052 \$50.00

BELLWETHER GAMES



DROP SITE
Recipient of the Premio Archimede 2010 Carta d'Assegni Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As paratroopers of aid drop facilities to matching targets on the ground, will your opponents cause your paratroopers to be half-scheduled to ship in November 2016.
BWP #BWR011 \$10.00

BEZIER GAMES



NEW YORK SLICE
Slice! Cheese! Eat! You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one slice at a time! Scheduled to ship in January 2017.
PSI #EZYSL \$29.95

BRAIN GAMES



GAME OF TRAINS
Be the first to get your train on the ground, in seconds, announced order in Game of Trains! Scheduled to ship in August 2016.
RGP #T15 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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MUNCHKIN[®]

COLLECTIBLE CARD GAME

THE DESOLATION OF BLARG

THE DESOLATION OF BLARG BOOSTER

SJG 4505..... \$3.95 | Available May 2018!

In the *Munchkin Collectible Card Game*, each match is an epic, one-on-one battle between two playfully illustrated RPG-style Heroes. Players can pick the Dwarf Cleric, Human Wizard, Elf Thief, Halfling Ranger, Orc Bard, or Centaur Warrior to bludgeon, bleed, and bluff their way to victory! This highly anticipated collectible card game will be released in February 2018. Its expansion, *The Desolation of Blarg*, is scheduled for release in May 2018 and will give players even more Locations, Loot, and Monsters to add to their deck. Using these boosters, players might find themselves at The Plains of Pain Location, their spiky High Roller Loot in hand, trying to do away with the nearing Bullrog Monster!

Featuring over 100 new cards available for players to add to their *Munchkin Collectible Card Game* deck, each randomized booster pack will contain 12 cards, with one card guaranteed to be rare or rarer than rare. Seven talented artists illustrated the set, including some that we have worked with closely in the past, such as Tom Siddell, the creator of *Gunnerkrigg Court*. We wanted each Hero to feature a different art style to set them apart, and that goal has definitely been achieved! In the future, we might give fans an in-depth look into each talented artist that provided original art for this expansion.

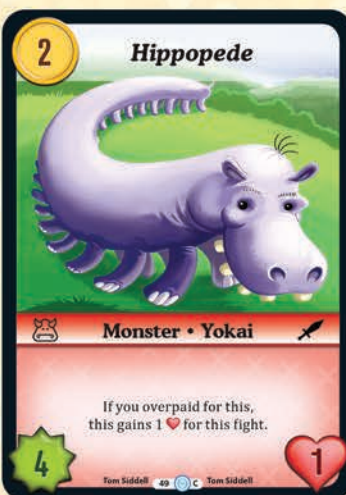
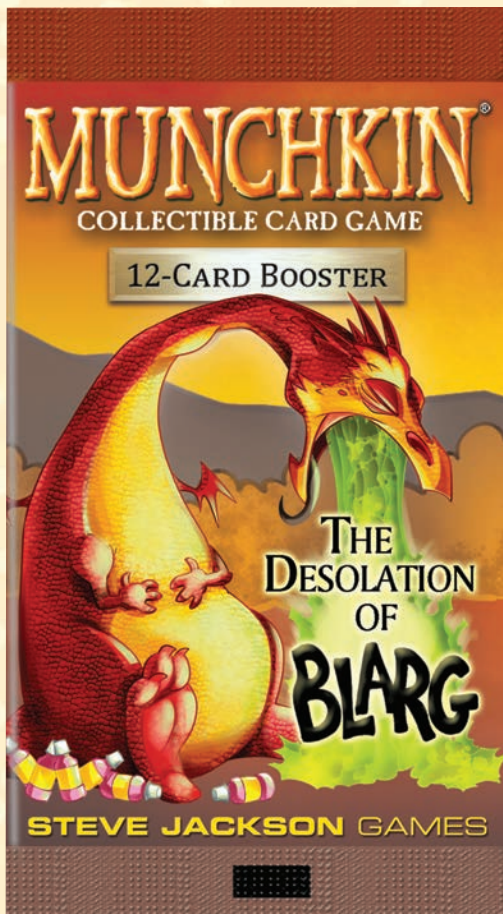
The Desolation of Blarg is essentially a continuation of the ideas that were introduced in the initial set, but with a broader scope. This *Munchkin Collectible Card Game* expansion stays firmly rooted in the fantasy

realm of the initial core release, but we've taken the concepts and pushed every boundary out a little further. Many of the new cards seem straightforward, but as players gain more experience with them, some intricacy emerges. Many cards are deceptively complex, designed specifically to interact with other cards from this expansion

and the core release. That said, there's also plenty of cards that simply add more fun and chaos, or exist just because we found them funny! In any case, players will have more freedom to build decks that suit their unique play styles and preferences.

As a true expansion to the core set, *The Desolation of Blarg* will give players more ways to build their decks in order to surprise adversaries. An important part of playing the *Munchkin Collectible Card Game* is its bluffing mechanic, where competitors use a combination of strategy, timing, and a great poker face to bluff out their opponent's defenses and win. This booster has a great range of Monster cards that will help players do just that, including some pretty gnarly Dragons (hence the title of the set).

Since we'll (hopefully) have experienced players by the time *The Desolation of Blarg* releases, we've got more freedom to design crazier things. For example, the Inn of Improbable Rooms is a Neutral Location card that allows both players to have any number of Locations in play. Typically, each player is only allowed to have one Location card in play, so this will potentially add lots of mayhem to a battle! There's also a large assortment of new Neutral cards that any player can seed into their decks for more variety, and we've given the Heroes new class-specific cards to make them feel even more distinct.





We've focused on giving our players more Beasties in this expansion to add to their hero decks and use to attack their opponents. These brutal creatures will devastate adversaries, bit-by-bit, and since we love our puns, many of the Beastie monsters have quite the clever (to us) name. For example, we've added the roaring Savannah Lyin' to the Dwarf Cleric Hero deck, while the Elf Thief received a Cheatah as part of her dishonest retinue. We'll always love film puns, so we added Snakes on a Plain to the Halfling Ranger deck.

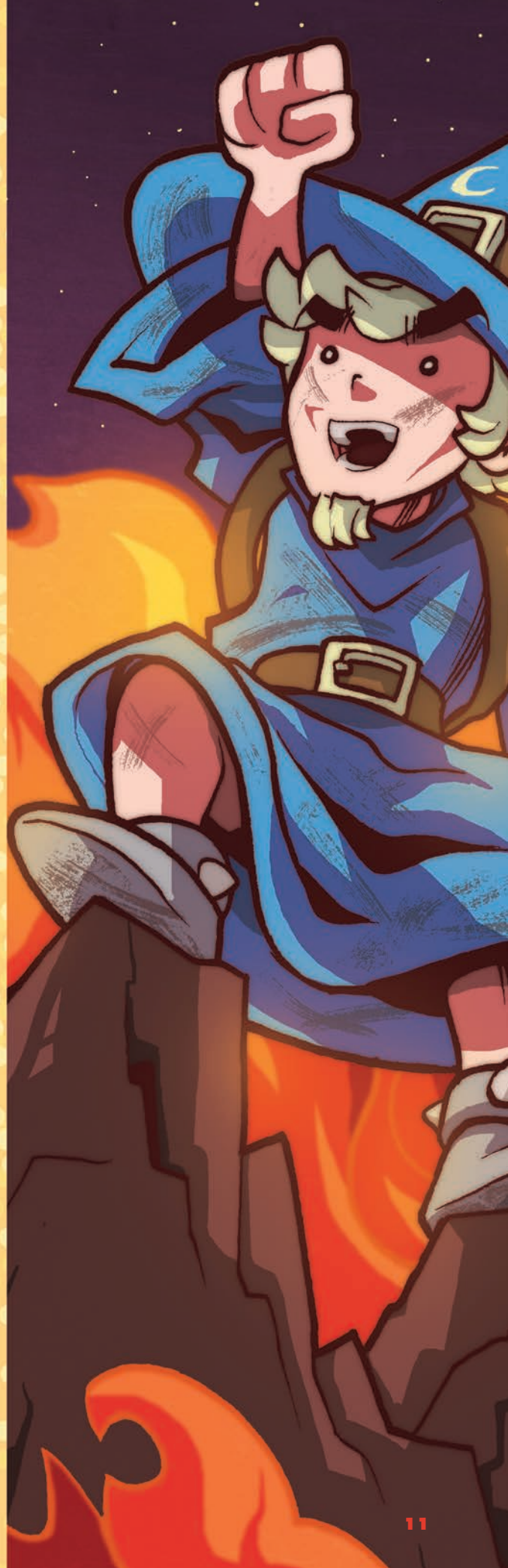
Also incorporated in this booster series are Yokai monsters, which are loosely based on Japanese folk tales. In Japanese folklore, the yōkai are normally a class of supernatural monsters, spirits, and demons that possess animal or human features and commonly have shape-shifting powers. In *The Desolation of Blarg* expansion, Yokai monsters are fun mashups of regular animals. A randomized booster pack might contain a Hippopede Monster for the Centaur Warrior, which is a many-legged hippopotamus. Players may also receive an Off-centaur for their Human Wizard Hero, which is a man with a horse head. There's also an Orcupine, a prickly Orc for the Orc Bard Hero deck. We've also included some Neutral Yokai monsters that every Hero can use, like the Gold Finch. This is a generous winged monster that awards one gold to both players once it's committed to a fight.

There are many new and potent card interactions for constructed play, and we've made draft play even more chaotic and fun. We tend to think of the core set as the foundation, and now we get to dive into all the REALLY fun stuff! By drafting with the core set and *The Desolation of Blarg* expansion, players will get a larger variety of cards for all classes to make every game unique. While it'll take several releases to truly explore their potential, *The Desolation of Blarg* is our first opportunity to dig deeper into the unique natures — and gameplay styles — of each Hero. We want to grow the Heroes at a predictable pace so that casual players are comfortable exploring all of the Heroes, while keeping competitive players eager to find clever new ways to play.

To increase its potential for collectability, *The Desolation of Blarg* will be limited. We will stagger-ship this expansion, with the first wave including enough displays to cover pre-orders, plus approximately 20 percent if possible. Eight weeks later, a second, smaller wave of booster displays will be ready for distribution sales, and at that time we'll offer distributors an opportunity to place a preorder for a third wave, which will arrive approximately 90 days later. After this, *The Desolation of Blarg* booster will be retired. We know that by the time this booster releases, more players will want the *Munchkin Collectible Card Game*! Therefore, we'll reprint the *Cleric & Thief*, *Wizard & Bard*, and *Ranger & Warrior Starter Sets* to coincide with this expansion's release. However, these Starter Sets won't include a bonus randomized booster pack as they did in their initial release.

Everyone interested in further customizing their *Munchkin Collectible Card Game* decks should look out for *The Desolation of Blarg*'s release in May 2018, available only through our direct sales website, Warehouse 23, and local game stores. We hope that this information helps players at every point of the skill spectrum see where we would like the *Munchkin Collectible Card Game* to head, and how this new game and its expansions will provide a fun and fresh CCG experience!

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For the enemies of the Galactic Empire, there are few things more intimidating than an AT-ST (All Terrain Scout Transport) stomping forward, firing blasts from its twin laser cannons and supporting fire from its additional weapons. These walkers are a symbol of Imperial power, and deploying them on the battlefields of *Star Wars: Legion* can have a potent effect on the morale of any opponent.

Though the single AT-ST miniature included in the *AT-ST Unit Expansion* comes unassembled and unpainted, players can quickly and easily assemble this stunning miniature to tower above the infantry below. What's more, this miniature can be easily customized to reflect the different weapons that players can load onto their AT-STs. Whether a player wants to equip a DW-3 Concussion Grenade Launcher, an 88 Twin Light Blaster Cannon, or the AT-ST Mortar Launcher, he or she will be able to tweak and customize the physical miniature so that it reflects their choices on the battlefield.

Still, while the Empire's All Terrain Scout Transports provide a platform for devastating firepower, they are not invulnerable. Most infantry weapons are incapable of piercing the AT-ST's armor, but they are known to have a weak spot on their rear hull—a place where concentrated firepower could punch through the armor and cause significant damage to the pilots inside. Wise Imperial commanders will be sure to support advancing AT-STs with infantry squads to ensure no cunning Rebels can slip behind the AT-ST.

AIR SUPERIORITY

The Galactic Empire may control the military production of a thousand worlds, drawing massive amounts of resources and labor and harnessing the galaxy's best scientific minds to mass-produce war machines like the AT-ST. The Rebel Alliance, on the other hand, must often make do with lower quality weapons and vehicles, adapting their equipment to fit the environments they work in.

Though they must be modified to function on extremely cold planets like Hoth, the T-47 airspeeder has proven to be a versatile vehicle for the Rebel Alliance. These fast-moving airspeeders can fill reconnaissance and scouting functions, but their powerful laser cannons also give them a role to play on the battlefield. No matter where it comes from, a little air superiority is something that every Rebel commander should at least consider for his forces.

T-47 airspeeders are fast-moving and well suited for strafing runs across the enemy front lines, but players can tweak this unit's role by choosing upgrade cards for the airspeeder's rear firing arc. A player might choose to lay down more fire with the AX108 "Ground Buzzer" or target enemy vehicles with the Mo/DK Power Harpoon—but no matter which upgrade players choose, there's the option to customize the physical T-47 airspeeder miniature, making the miniature on the battlefield match the mechanics used to control it in the game.

Of course, a unit like the T-47 airspeeder is likely to stray far from the command radius of a player's commander. Even if a T-47 airspeeder is on the other side of the battlefield or far behind enemy lines, chances are good that a player will still need to deliver orders to activate the T-47 airspeeder at the most opportune moment. Fortunately, a T-47 airspeeder can be equipped with Long-Range Comlinks. This simple upgrade means that a player can always deliver orders to the T-47 airspeeder—exactly as if this unit were inside a commander's radius.

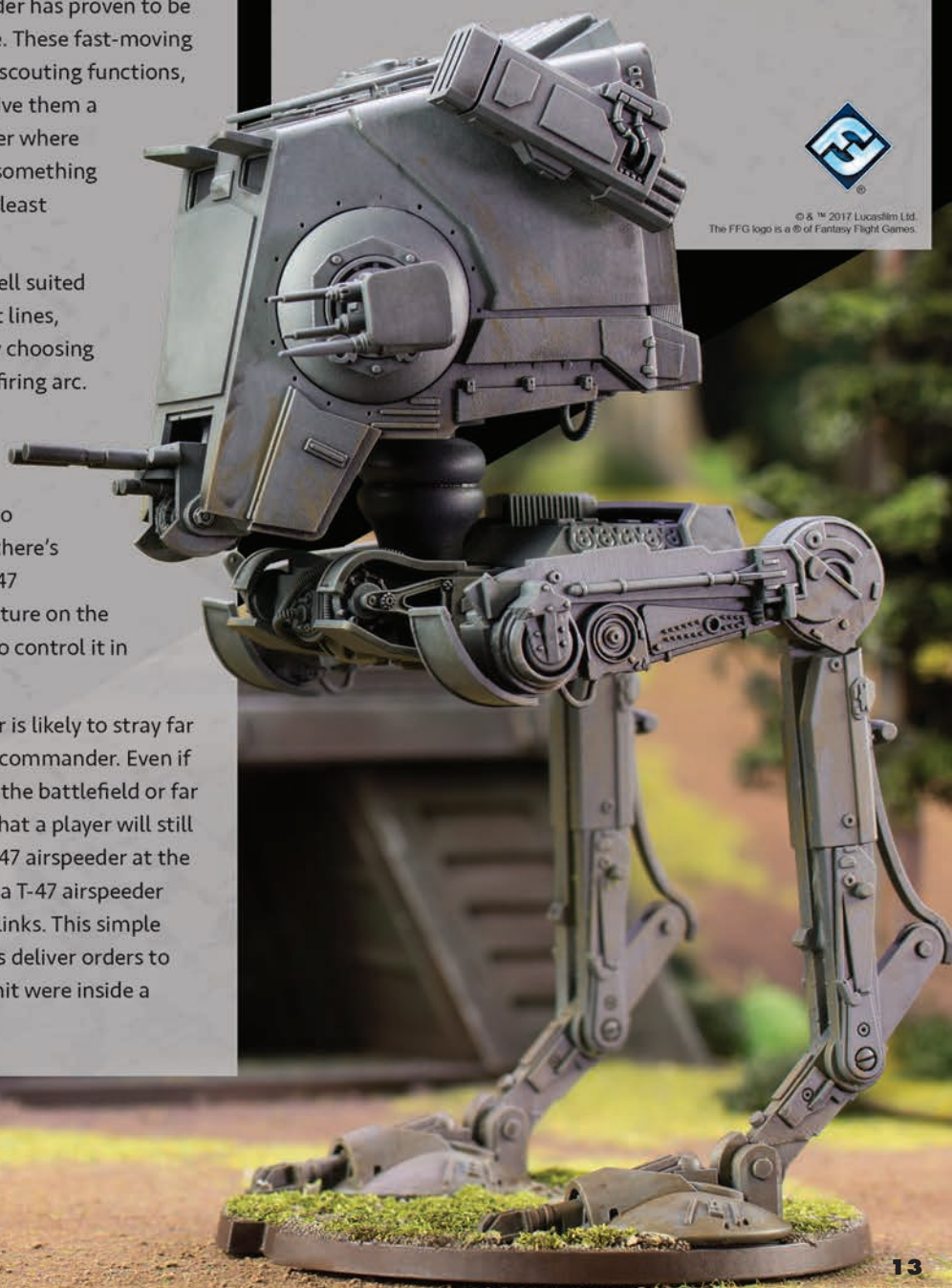
HEAVY SUPPORT, COMING IN!

The first heavy units are coming soon for *Star Wars: Legion*. Ensure that your players have everything they need to continue the battles of the Galactic Civil War with two new expansions: the *AT-ST Unit Expansion* and the *T-47 Airspeeder Unit Expansion*!

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CATAN

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Have you have mastered base *Catan*? Are you curious about the culture of the greater Catan civilization? If so, expand your direct involvement in Catan's development and defense with the City & Knights™ Expansion!

With C&K, you control your domain's progress from a collection of settlements, to cities, and ultimately to great metropolises. But with such splendor comes conflict! Your Knights must now actively protect Catan from raiding barbarians.

C&K replaces the *Catan* base game's development cards with barbarian attacks, knight tokens, development flip-charts, and a progress card that tracks politics, trade, and science. This requires a number of new mechanisms.

The Event Die

Each time you roll the production dice, you also roll the event die, which will either advance the barbarian ship along its track OR produce commodities.

When the barbarian ship reaches the end of its track, the barbarians attack the cities in play. Unless protected by knights, some cities may be reduced to settlements.

Knight Tokens

For 1 ore and 1 wool, you can build a basic knight token or promote an existing knight to increase its strength. For 1 grain, you can activate a knight to either drive off the robber or fight the barbarians. If a barbarian raid is defeated, the player with the strongest group of knights is named a *Defender of Catan* and gets a victory point.

City Walls

You can build a city wall for 2 bricks. These will increase the cards you can hold by 1 when a "7" is rolled.

Commodities & Improvements

There are 3 new types of goods called commodities, produced by cities on forests, mountains, and pastures. Commodities are used to purchase city improvements.

Cities can now be improved by spending commodities for three types of buildings—yellow represents trade, green represents science, and blue represents politics.

City improvements produce Progress cards and grant special abilities. When you improve to 4th level, your city becomes a metropolis.

Progress Cards

There is one deck of progress cards for each category—trade, science, and politics. Science cards offer free resources or discount items, political cards hinder opponents, and commerce cards control the Merchant and enhance trading.

The Merchant

The Merchant token moves to any hex adjacent to one of your settlements or cities. The merchant is worth 1 victory point, and it allows you to trade 2:1 for the resource associated with that hex.

Basic Strategy

Most of the basic *Catan* strategies are also applicable to C&K—increase your production as much as fast as possible, watch out for opponents blocking you from prime building sites, etc. However, cities are crucial. You can only get city improvements if you have a city.

Be patient until you have enough knights to protect it. After all, you can't lose a city you don't have.



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KUNG-FU ZOO™



KUNG-FU ZOO

WZK 73371 \$39.99 | Available February 2018!

Kung-Fu Zoo is an insanely fun and addictive dice-flicking dexterity game for two to four players, releasing in February 2018. Think of *Kung-Fu Zoo*, designed by Charlie Price, as a cross between traditional marbles and billiards, but with animal cubes. Each game is fast-paced, fun to watch, and highly competitive, making it an ideal game for tournaments and weekly game nights.

Nightly, once the gates of the zoo close, all-out kung fu mayhem takes place. The zoo animals compete in tournaments to see who reigns supreme. Then, just before the zoo opens the next morning, the animals go back into their cages and rest up for the next night. There are two ways to play *Kung-Fu Zoo* — Cage Battle and Points Battle.

In a Cage Battle, players control a team of dice-animals and take turns flicking them off the rails into the arena. Your goal is to knock your opponent's animals into cages or onto their backs, stunning them. The position of your animals in the arena determines whether you can flick an animal and, if so, from where on the rail. "Feet up" animals, for instance, are stunned and can't be flicked at all. But "face up" animals can be flicked from anywhere on any rail (as opposed to the midpoint of any rail, which is the default launching spot). Finally, like in billiards, if you sink an opponent's animal, you get an extra turn.

Points Battle is similar in that you take turns flicking your animal team into the arena, but in this variant the goal is to score more points than your opponent. Points are awarded at the end of each round (a round consists of both players flicking all four dice into the arena) based on the position of the dice left on the board. For instance, the animal's face is worth five points while its feet are only worth two points. Each team has its own colorful reference card to make calculating scores easy.

The idea of zoo animals having kung fu fights is fantastical and funny, so we thought the name of the game should be equally as silly. Hence, *Kung-Fu Zoo* was chosen. The game evokes the notion that the animals are trained martial artists, which would explain why, for instance, a zebra might beat up some cheetahs. In the wild, the zebra would likely end up as the cheetah's lunch. But if the animals were all using kung fu, the fight might be more competitive. Finally, kung fu fighting suggests



the battles are more sporting than if they were just trying to kill each other like in the wild. As explained by game designer Charlie Price, "*Kung-Fu Zoo*, after all, is a refined sport. No one is trying to kill anyone. They're just super-bored zoo animals that enjoy controlled, sanctioned, after-hours kung fu fights. They're all just a bunch of friends letting off some steam."

Which brings us to the animals themselves. While they're all normal d6 dice, they look like animals, complete with faces, feet, tails, etc. We think they look very cool and are an important part of the game's balance. Dice do funny things when flicked. They can be predictable, but not totally controllable. So, while players can guide the dice in the right direction, the dice still have a mind of their own — just like animals. This factor adds an element of chaos into the mix. Meaning, while the game rewards skill, it still has random elements to it, which keeps things competitive for players of varying ages and skill levels. Price explains that the goal was to develop an accessible, skill-based dexterity game that's competitive for all ages. "I love that I can play against my kids and I don't have to let them win — they can beat me fair and square. We all laugh and have a lot of fun. In fact, we recently held a 20-player tournament with player's ages ranging from 8 to 73. Our first-place winner was 14-years-old, the second and third-place winners were age 51 and 12, respectively. That made me happy."

Mr. Cuddington — the talented husband-wife duo of David Forest and Lina Cossette — illustrated the game. Mr. Cuddington is responsible for the artwork for *Unfair*, *Santorini*, *Steampunk Rally*, *Charterstone*, *Brass*, and other games.



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GRETCHINZ!

Devir

INTERVIEW WITH YOHAN LEMMONIER,
CO-DESIGNER OF THE SOON TO BE RELEASED **GRETCHINZ!**

GRETCHINZ!

DVR GRETCHINZ!..... \$34.99 | Available March 2018!

In March/April 2018, Devir Games will launch *Gretchinz!*, a programming race game under license from Games Workshop. The game was designed by Roberto Fraga and Yohan Lemmonier, who recently worked together on the hit *Captain Sonar*. Yohan was kind enough to grant an interview about the *Gretchinz!* design process and the game industry in general.

What were some of the first things you did when you sat down to work on *Gretchinz!*?

We wanted, above anything else, to respect the theme and the universe (*Warhammer 40,000*). It's been a constant highlight during the whole process. So to respect the "spirit" of the orkish creatures, it had to be chaotic, fun, and gritty. Very soon, in the first brainstorming sessions, I think, we came up with two ideas: 1) the track would be made of event cards, and 2) we would use multipurpose cards.

When you started the project, what kinds of parameters did the Devir Publishing team give you?

It was kind of free, actually. Roberto [Fraga, co-designer] contacted me to give him a hand on this project. Devir had asked him for a race game set in the *Warhammer 40,000* universe. We started to work on a bunch of ideas, tested a very early prototype, and when the mechanics appeared to fit together, we contacted Devir to give them an update. They quickly green lit us to keep on working in that direction. We had a brief and very pleasant meeting in Cannes to validate the core mechanisms and the components, and, in the spirit of real collaboration, we continued with developing the game.

Is the *Gretchinz!* design something that was completely original, or did you have the shell of an idea already and applied the game to the property?

Everything was made from scratch, even though, in game design, we have a tendency, even not willingly, to recycle some ideas.

Do you work on several games at once or stay focused on a single project?

I personally always work on multiple projects, and if possible, with a co-author (two brains work better than one in my experience). It allows me to always be on the move. If one game is frozen, I can still work on another, which may give me the inspiration to unlock the situation with a third, hopefully!



Were you *Warhammer* fans prior to this project? If not, what kind of research did you do?

Nope, not a fan, but I've been playing roleplaying games since the age of 13 (I'm 44 now) and I did play *Warhammer* back in the day. So, I'm familiar with the universe. Devir provided us with sourcebooks, and for the rest, well, the internet is your friend!

If you were a real Gretchin and had to enter a race like this, what strategy would you employ?

I would probably sabotage the other team's vehicles prior to the race, *niark, niark!*

What ideas came along during the design process that you had to discard?

We have changed many times the natures of the dice sides. Movements to the right and left, or forward, combat actions, and repair actions. We had to abandon some actions to focus on the thrill of the race. The nature of the cards in your hand and on the terrain have changed, as well. For example, we had a "jump" card that allowed a vehicle to jump above one card... it was fun, but it created impossible situations and exceptions to the rules. So we trashed it.

What were your favorite games growing up?

Roleplaying games always came first, but I remember having great times with *Space Hulk* and *Thunder Road* with my cousin during a whole summer. When I first discovered modern games, I had a thrill playing *Claustrophobia* and *Jamaica*... both are still on my "Top 10" list.

What is the last game you played (that you enjoyed)?

I would say *Flamme Rouge*, even though I really don't watch cycling on TV, and *The 7th Continent*. To me, it's the missing link between RPG and board games.

What motivated you to get into game design?

The intellectual thrill of creating something new from existing parts (I don't believe in "real" creation *ex nihilo*), and the sharing with others. I like the sensation of building something, brick by brick, undoing when it doesn't work, trying again... The whole process is fun (well, maybe with the exception of the testing, and retesting, and retesting sessions)

What do you think of the current state of the gaming industry?

We are probably in the midst of a Golden Age. I hope that's an activity that will democratize, I don't want it to become too mainstream, because there's a risk on uniformization and that would be the death of creativity for the publishers and the authors.

How would you compare the gaming industry in the U.S. to that of Europe?

I have little knowledge of the game industry in the US. I've been told that the market was segmented in two: the party games and the core games, with few or no games in-between. It's a chance we have in Europe, to have all the hues of fun, and that families are given opportunities to enjoy an intelligent game together.

...

Yohan Lemmonier is a game designer who lives in a small village near the town of Paimpol in Brittany, France.



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HANNIBAL & HAMILCAR: ROME vs CARTHAGE

20TH ANNIVERSARY EDITION OF A CLASSIC

HANNIBAL & HAMILCAR: ROME VS CARTHAGE

AGS PHGA022..... \$99.95 | Available January 2018!

Hannibal: Rome vs Carthage by Mark Simonitch has been sitting at the top of Board Game Geek rankings for over 20 years, now ranked 11th in BoardGameGeek.com's Wargame rankings. It has seen two editions and won two Golden Geek awards in the meantime.

This 20th Anniversary Edition of the game includes new scenarios and variants as well as new graphics, miniatures, new custom dice, extra cards, and a new double-sided mounted board (with the *Hannibal* map on one side and the *Hamilcar* map on the other).

This asymmetrical card-driven game for two players presents a classical ancient conflict (Second Punic War) between two superpowers (Rome and Carthage) in the true Clausewitzian perspective (war as a continuation of politics). In order to win, players need to plan and execute military campaigns bearing in mind the utmost goal: political dominance in the basin of the Mediterranean.

In the game, players use Strategy Cards for multiple purposes: moving generals, levying new troops, reinforcing existing armies, gaining political control of the provinces involved in the war, and introducing historical events. When two armies meet on the battlefield, a second set of cards, called Battle Cards, are used to determine the winner. Ultimately both players seek victory by dominating both fronts: military and political.

The 20th Anniversary Edition of the game was designed and published with an aim to revive the game, fine tune its mechanics, remaster the art and components and bring in more game play.

'Hannibal' now includes ten new scenarios, in addition to the original one plus three short campaigns. The historical scenarios allow for shorter games (30 minutes) as well as present the context of the operations as they aim at recreating the flow of the campaigns.

A Tutorial book, a new addendum to the package helps to introduce the rules to the new players in 'read and play' format. And yet, there is an almost independent game in the box: 'Hamilcar' a companion game sharing components and using similar mechanics. That's



an advanced game, as it introduces naval system and naval battles. That's a product for players who are familiar with 'Hannibal' and wish to embark on replaying the First Punic War.

There are 24 miniatures in the box, representing over 40 military leaders of the era, and each of those minis is unique in shape! The engine of the game is represented by 220 cards, divided into several decks, including new Naval Tactics deck. Each of the Strategy Cards has been individually illustrated helping the players to fully immerse themselves in the game theme.

To include two games in one box, PHALANX has created a double-sided game board with new stunning artwork by Piotr Słaby.

Several new features have been added: the underlying map has been redesigned so that distances between the spaces on the map are similar across the board (something earlier designs failed to accomplish) allowing for easier play; a Political Display has been introduced, which now helps to keep track of the control of areas. Various tables were removed and translated into custom dice with a clearly set goal: the game will be played faster, while producing the same results from the probability perspective as the original design. You can even have one player using the tables - which are still included in the box and the other using the set of 5 custom dice and they both will be playing the same game!

The *Hannibal & Hamilcar* experience has been enriched by the addition of two new expansions: "Sun of Macedon" and "Price of Failure", which will release later in 2018.

...

Jaro "Andrus" Andruszkiewicz is an ex-journalist and "advertising man" and the heart of PHALANX. He co-designed *Hamilcar, 1944: Race to the Rhine* and *The Magnates*.



Photo: Patrycja Wondol





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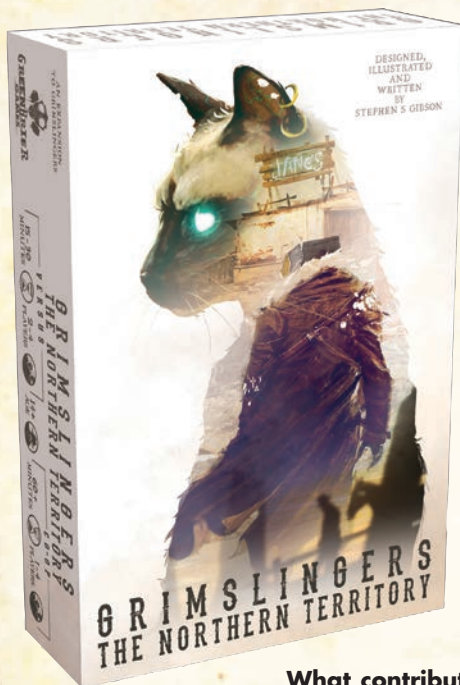
GRIMSLINGERS THE NORTHERN TERRITORY

GRIMSLINGERS: THE NORTHERN TERRITORIES

PSI GNEG506 \$29.95 | Available February 2018!

Tell us who you are (short bio)?

Walter Barber is Greenbrier Games' little brother - cute, but kind of a jerk. He's been making games since he was old enough to play them, and has always had a passion for creative writing. He's worked on universes such as *Champions of Hara*, *Folklore: The Affliction*, *Zpocalypse*, and *Grimslingers*. Disclaimer for the rest of this article - he's also a huge *Grimslingers* fanboy, and would happily trade his current life to live in the Forgotten West.



What did you do for Grimslingers?

Grimslingers was my first major transition from designer to developer. I've been revising the rulebook through all four editions. I know, I know, but we've been getting closer each time and I feel like we've really got a tight manual *this time*. Rulebooks are a tricky art. Thank god for how-to-play videos. Additionally, I got to get my hands much dirtier with *Northern Territory* than I did with the core game, and had the chance to walk alongside Stephen Gibson to help develop a lot of the new character abilities, special resource mechanics, and a few fights in the story.

What contributions did you provide for the expansion specifically?

In this go of it, I was much closer to the project from the start, and did playtesting directly with Stephen throughout, which meant we did a lot of idea bouncing and co-developing, especially for the character abilities and resources. I'd say I'm most proud of Luella's special resource: the push-and-pull of control with the Gaia Mind. Originally, her resource was going to be much more akin to Kipper's durability, and it was great getting her to be more unique. I am beyond excited to see fan-made combos and strategies start popping up around her and the other characters, because there is a lot to work with.

How does this change the game from the original core version?

Man, *Northern Territory* adds so much! I feel like with numerous expansions you're just getting more of the same. With *Northern Territory*, not only did we adjust some core rules to improve the basic functions of *Grimslingers*, but we added completely asymmetrical abilities and mechanics for all the characters, created a much more dynamic progression system, and added the choose-your-own adventure element to the story book. Players are now able to see more of the Forgotten West (*five times more*, to be exact) and get new customization options along the way. In my opinion, this is everything an expansion should be.



What was it like co designing with Stephen Gibson?

Stephen is a blast to work with! As someone who's both a fan and a colleague, it was pretty rewarding to open up the hood and tinker around with him. There are definitely areas where Stephen prefers to take the reins in collaborating (the art direction, of course), and he's pretty tight-lipped about the story and where things are going to go, but I was definitely surprised by the extent to which he was willing to take my feedback and let me push certain aspects of development. When a project is someone's baby, it's an awesome feeling when they're willing to open it up to you.

What was your favorite aspect about the creative process?

One of my favorite moments was working on one of the final boss fights at the end of one of the story paths. I don't want to give anything away, but one of the core tenants of *Grimslingers*' design is the incorporation of mini-games within the game; places in the story where you use the components in unexpected ways, or maybe see familiar elements of classic card games integrated in to keep things weird and fresh. In this case, we tried a few things, then Stephen handed the reins off entirely and just said, "Put a mini-game in here and make it awesome." I'm paraphrasing, but when you get there I think you'll dig it.

What do you wish you had more time to do?

I would love to keep pumping out more characters. There are six total, including the special ones from Kickstarter. I think that working on these really pushed my limits on just how asymmetrical characters could be in a game like this and still be balanced. I feel like I leveled up as a designer during this project, and a lot of these concepts became the foundation for where we finally settled on character mechanics for *Champions of Hara*.

Final take away — what do you hope the players will get out of this expansion?

My biggest hope is that players feel just how expansive the Forgotten West is. In the first game, you're stuck in one zone - the Valley of Death. In *Northern Territory*, there are five new zones (not to mention a return to the Valley of Death), each of which are semi-randomly generated each time you play. Among them is a secret zone, which you have to really explore the world in order to find. When you get there, you're rewarded with huge chunks of deep lore for the world that honestly create more questions than answers. It's objectively brilliant, and I hope players really get a chance to feel the scope of that.

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IMP APE3100 \$50.00



PETRICHOR

Welcome to the lush world of Petrichor; you are a cloud. Your entire purpose in life is to expand, sire other clouds, and water crops. Unfortunately, your mates (who are also clouds) have a similar plan. It's up to you to manipulate the weather and assimilate these rogue clouds to contribute to the growth of as many crops as possible - all in order to claim the title of 'Most Valuable Cloud'. *Petrichor* is a highly interactive game in which players control clouds, vote on the weather, and rain on the fields to make their water grow the most plants! Scheduled to ship in January 2018.

IMP APE3000 \$55.00



PETRICHOR: FLOWERS EXPANSION

Petrichor: Flowers is an expansion that includes three new field types, the titular flowers, and enough components to play *Petrichor* with five players. Scheduled to ship in January 2018.

IMP APE3010 \$15.00

THE ARMY PAINTER



RUNEWARS: PAINT SETS

DAQAN LORDS

TAP WP8025 \$29.99

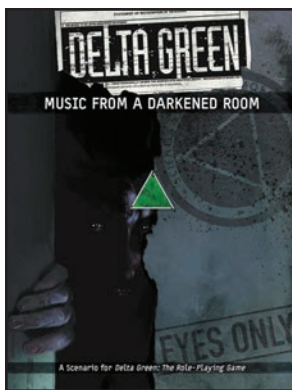
LATARI ELVES

TAP WP8027 \$29.99

WAIQAR THE UNDYING

TAP WP8026 \$29.99

ARC DREAM PUBLISHING



DELTA GREEN RPG: MUSIC FROM A DARKENED ROOM

Places, like people, go wrong. They turn off the path and head into the shadows, becoming something other than normal. Black places filled with blank rooms, closed doors, and empty hallways lined with dust. In these places your voice catches in your throat, the air seems to hum, and bad things happen. People get hurt. The house at 1206 Spooner Avenue is a place gone wrong. In the last 50 years, 18 people have died there, and you can feel it. Doors in 1206 Spooner Avenue stay shut, and no one ever hears a child's laughter at night. In the hours that stretch like taffy after two, no one ever hears music from a darkened room. *Music From a Darkened Room* is a scenario for *Delta Green: The Roleplaying Game*. Scheduled to ship in February 2018.

S2P APU8112 \$19.99

DELTA GREEN RPG: THE STAR CHAMBER

Delta Green's Task Force T.I. screwed up! They were in Myanmar, deep in the undeveloped hinterlands. The operation went south, people died, and something unnatural and monstrous escaped - perhaps with the aid of an agent from the task force! *Delta Green: The Star Chamber* includes a complete scenario and six 'secondary' Agents, ready to play in the flashback scenes. Scheduled to ship in January 2018.

S2P APU8110 \$19.99



ASMODEE EDITIONS



FEATURED ITEM



BLANK

Make It Your Game! *BLANK* is the fast and fun interactive game you customize with every win! Players match colors and numbers using cards in their hands. Play all your cards to win the game, then make your mark by writing a new Game Effect or Rule Card, or follow the three ever-changing Rule Cards that guarantee a different game every time! Scheduled to ship in February 2018.

ASM BLK01 \$14.99



FEATURED ITEM



JOURNEY: WRATH OF DEMONS

In a world overrun by Demons, four Pilgrims chosen by fate risk their lives to undertake an arduous journey across Terra to uncover sacred scriptures that will bring salvation to the ravaged world and find the lair of the Bull Demon King. Each is driven by their own motives, but together they share the same goal: to banish the Demons from this world. Welcome

to *Journey: Wrath of Demons*, a cooperative board game rooted deep in Chinese mysticism and featuring the Karma system which allows for different playing styles, rewarding the virtuous, but corrupting the wicked. Will your Pilgrims gain the skills, weapons, and magic items they need to defeat the mighty Bull Demon King in Volcano City? Scheduled to ship in February 2018.

ASM JWD01 \$99.99



FEATURED ITEM

SHERLOCK HOLMES: CONSULTING DETECTIVE - CARLTON HOUSE AND QUEEN'S PARK (STAND ALONE)

A standalone expansion for *Sherlock Holmes: Consulting Detective*, *Carlton House & Queen's Park* introduces ten exciting cases, each one drawing players deep into the world of Sherlock Holmes. Among these cases includes two classic, long out-of-print expansions, now revised and updated. If you're playing solo or with up to eight possible players, you'll need your wits about you to solve the cases and beat Holmes, himself! Scheduled to ship in February 2018.

ASM SHEH04 \$49.99



FEATURED ITEM



SPOT IT! SMILE EDITION

Test your observational skills and hone your reflexes with the award-winning gameplay of *Spot It!*, a game of lightning-fast choices! Scheduled to ship in February 2018.

ASM SP905 \$12.99

BANDAI

SPOTLIGHT ON

DRAGON BALL SUPER DRAFT BOX SET 2 (4)

Each Draft Box for the *Dragon Ball Super Card Game* comes with 12 booster packs of Set 2 and Set 3, plus four types of Leader cards and a Draft Rules Manual, all gathered in a handy storage box. Scheduled to ship in April 2018.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN DBSP7597 PI



NOT FINAL ART

BEZIER GAMES



WEREBEASTS

In *Werebeasts*, you are a key player in the lucrative, but dangerous business of collecting werebeasts. Armed with only your good looks and several cans of indescribably tasty werchow, you must bid for the werebeasts you

need - and also for the ones you don't - in hopes of throwing your opponents off track. Scheduled to ship in February 2018.

PSI BEZWST \$24.95

BREAKING GAMES



PIXEL PARTY: THE TICK

Get your hands on this awesome collectible figurine of *The Tick*! licensed from Sony Pictures Television and Amazon.com. Scheduled to ship in January 2018.

BRK 110319 \$20.00



RISE OF TRIBES

Lead the Dawn of Civilization! In *Rise of Tribes*, players lead their prehistoric tribes to explore new lands, father resources, and discover new tools in an attempt to rise to greatness. Choose to build villages, raid neighbors and maybe even ride a mammoth! Scheduled to ship in January 2018.

BRK 110288 \$40.00

BULLY PULPIT GAMES

THE SKELETONS

Years fly by like dead leaves. Everything is darkness. Everything is silence. You stand vigilant before the sarcophagus without thought or breath - such is your compulsion. You do not remember your name and still you watch... And then, one day, there is light and motion and you weigh your bearded axe and raise your shield, lusting for the fray, eager to measure your skill against these tomb-robbers. You'll never be alive again, but in this moment - in the chaos between violation and destruction - you truly live, and you remember what you once were, and you taste the sun. Flipping the script on the classic dungeon crawl, *The Skeletons* is a meditative, structured freeform game that puts players in the role of undead guardians of a mysterious tomb. Scheduled to ship in November 2017.

BPG 030 \$15.00



BURNING GAMES



FAITH: TIANTANG SOURCEBOOK

The *Tiantang Sourcebook* for use with *Faith: The Sci-Fi RPG* details notable people from Tiantang and the huge dyson ring where most of the corvo live. Scheduled to ship in March 2018.

BRG BGE11023.....\$34.99

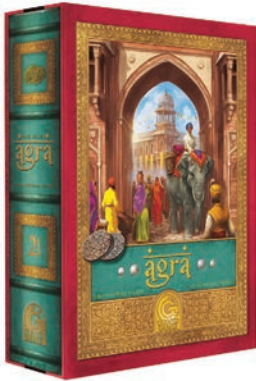


FAITH: TIANTANG ZERO-G CULTURE GEAR & NPC DECK

The *Zero-G Culture Gear & NPC Deck* is a deck of cards for *Faith: The Sci-Fi RPG* that contains 54 cards focusing on NPCs and gear. Scheduled to ship in March 2018.

BRG BGE11024.....\$14.99

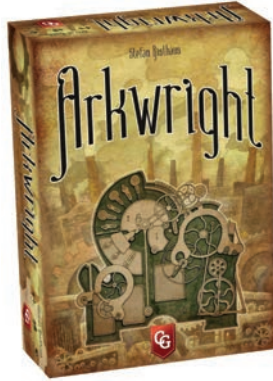
CAPSTONE GAMES



AGRA

Agra, India: The year is 1542, marking the 30th birthday of Akbar the Great, the third ruler of India's Mughal dynasty. Akbar's presence is felt across the entire country due to the Mughals' military, political, cultural, and economic dominance. As an ambitious landowner, you see the festivities as a golden opportunity for you to rise in stature and wealth. Many roads lead to victory in Agra, and it will be your task to produce, process, exchange, and sell goods to become the most profitable landowner this side of the River Yamuna. Embark on this ambitious and colorful journey through one of India's most fascinating eras in Agra. Scheduled to ship in November 2017.

CSG QG1008.....\$79.95



ARKWRIGHT: 2ND EDITION

In the 17th and 18th centuries, merchantmen sailing under the English flag dominated the seas and international trade. But, the Navigation Acts restricted foreign ships from partaking in trade between England and her colonies. Richard Arkwright was one of the English inventors and businessmen who developed the first advanced machines and founded early factories. England's Industrial Revolution has brought the opportunity for you to establish your manufacturing company and earn hefty profits serving the growing demand. Hire workers, build machines, modernize your factories, develop innovative technologies, and produce and sell your goods throughout England. Careful planning and outsmarting your competition will allow you to earn the most valuable stock portfolio in *Arkwright*, a game of economic strategy and skill. Scheduled to ship in March 2018.

CSG ARK01.....\$79.99



HALLOWEEN

It's Halloween! Time to haunt poor, unfortunate humans who think the holiday is all fun and games! Use your knowledge to summon ghosts, move them around town, scare people, and fight other ghosts in your quest to become the scariest demon lord of them all! Scheduled to ship in November 2017.

CSG QG1007.....\$69.95



SHERIFF

OF NOTTINGHAM

MERRY MEN

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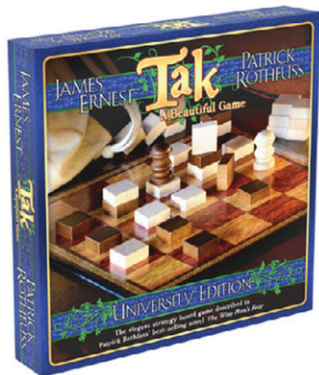
AWG DTE01SNX1





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CHEAPASS GAMES

**TAK: A BEAUTIFUL GAME
UNIVERSITY EDITION**

Taken from the pages of Patrick Rothfuss's bestselling series *The Kingkiller Chronicle* and made reality by renowned designer James Ernest, *Tak* is a beautiful, two-player, abstract strategy game boasting an elegant new design that feels like a familiar classic. This *University Edition* of *Tak* comes in a smaller box at a lower price point, and includes a cloth piece bag for added portability. Scheduled to ship in February 2018.

PSI CAG245.....\$40.00

**WAY OF THE PANDA**

The once-prosperous Panda Lands have been overrun by a merciless ninja brotherhood! Anyone that travels the roadways is at risk of being attacked by these bandits. Now, the time has come for the Panda Clans to reclaim and rebuild their once-magnificent cities! Which Clan will be most influential in the rebuilding efforts and win the Emperor's favor in *Way of the Panda*? Scheduled to ship in February 2018.

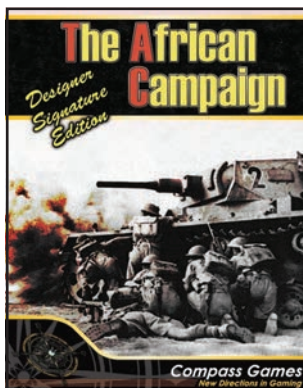
COL WPA001.....PI

COMPASS GAMES

THE AFRICAN CAMPAIGN

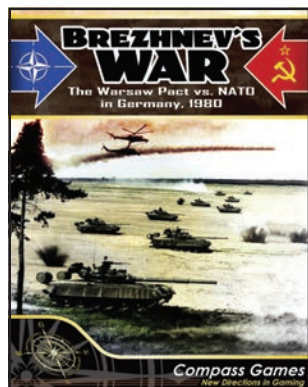
This *Designer Signature Edition* of *The African Campaign* marks the return of a true wargaming classic by John Edwards, faithfully remastered and updated. This two-player game allows players to explore the key elements of the Desert War, beginning in December 1940 with Wavell's first offensive, Operation Compass, against the Italian forces of Marshal Graziani, and culminating in December 1942 when the Americans landed in Rommel's rear, thus sealing the ultimate fate of the Afrika Korps. Scheduled to ship in November 2017.

CPS 1055.....\$57.00

**BREZHNEV'S WAR: NATO VS THE
WARSAW PACT IN GERMANY 1980**

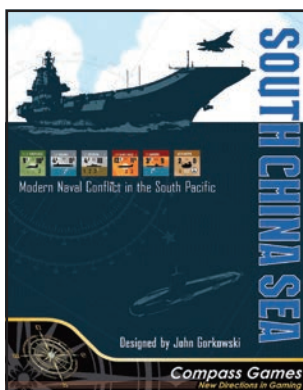
Brezhnev's War: NATO vs. the Warsaw Pact in Germany 1980 enables two players to game the first month of a hypothesized communist invasion of Western Europe sometime between the fall of Saigon and the start of the Soviet intervention in Afghanistan. It was during that period the conventional "correlation of forces" between the two hostile alliances most favored the communists. Scheduled to ship in November 2017.

CPS 1052.....\$69.00

**SOUTH CHINA SEA**

South China Sea provides an integrated, political-military simulation of near future contention and conflict around the South China Sea. Scheduled to ship in November 2017.

CPS 1050.....\$79.00



COOLMINIORNOT

**MASSIVE DARKNESS:
ELEMENTALS ENEMY BOX**

The re-emergence of the Darkness is throwing nature, itself, into disarray! Rogue Elementals have joined in with the Darkness' nefarious schemes and are looking to create their own form of natural order. The *Massive Darkness Enemy Box: Elementals* brings four miniatures, one each of the Wind, Water, Fire, and Earth Elemental, complete with stat cards for both a lesser and greater Roaming Monster variant. Scheduled to ship in February 2018.

COL MD004.....PI

**COMBINED ARMY NEXUS
OPERATIVES (HACKER)**

CVB 280687-0688.....\$11.17

**HAQQISLAM HASSASSIN LASIQS
(VIRAL SNIPER/VIRAL RIFLE)**

CVB 280492-0684.....\$18.48

**MERCENARIES DRUZE
SHOCK TEAMS**

CVB 280727-0686.....\$30.47

**NOMADS SZALAMANDRA
SQUADRON**

CVB 280590-0687.....\$49.00

**TOHAA NEEMA SAATAR, ECTROS
REGIMENT OFFICER (SPITFIRE)**

CVB 280933-0676.....\$14.12

**YU JING KANREN COUNTER-
INSURGENCY GROUP (HACKER)**

CVB 280398-0685.....\$11.17

CREATIVE
GOODS COMPANY**CATAN: ADULT LONG-SLEEVED
T-SHIRT "DON'T SETTLE" WHITE**

Scheduled to ship in February 2018.

SMALL	
CGC 21262	\$24.00
MEDIUM	
CGC 21263	\$24.00
LARGE	
CGC 21264	\$24.00
XL	
CGC 21265	\$24.00
XXL	
CGC 21266	\$27.00
XXXL	
CGC 21267	\$28.00

**CATAN: ADULT T-SHIRT
"LET'S SETTLE THIS" BLUE**

Scheduled to ship in February 2018.

SMALL	
CGC 21272	\$24.00
MEDIUM	
CGC 21273	\$24.00
LARGE	
CGC 21274	\$24.00
XL	
CGC 21275	\$24.00
XXL	
CGC 21276	\$27.00
XXXL	
CGC 21277	\$28.00

CORVUS BELLI

ARISTEIA!

Scheduled to ship in February 2018.

**SOLDIERS OF FORTUNE**

CVB CBARI19.....PI

INFINITY**ARIADNA 1ST HIGHLANDER
S.A.S. (BOARDING SHOTGUN/
CHAIN RIFLE)**

CVB 280192-0683.....\$18.48



**CATAN: LADIES T-SHIRT
'LADY OF CATAN' BLACK**

CATAN: LADIES T-SHIRT
'LADY OF CATAN' YELLOW

CATAN: VALENTINE CARD PACK (6 CARDS)

CATAN: WHITE WINE GOBLET
10.5 OZ (2) 'I WOULDN'T TRADE
EWE FOR ANYONE'

CUBICLE 7



CALL OF CTHULHU: WORLD WAR CTHULHU - COLD WAR - OUR AMERICAN COUSINS

DOCTOR WHO RPG: GAMEMASTER'S SCREEN

Calliope Games™

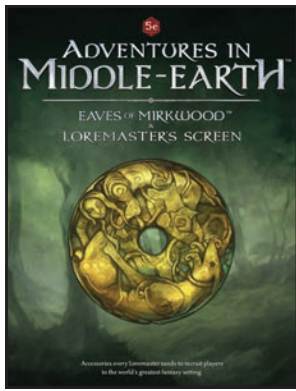
Roll for it!
The Roll It! Match It! Score It! Game

Roll for it!
The Roll It! Match It! Score It! Game

Roll for it!
The Roll It! Match It! Score It! Game

Creating memories one game at a time.

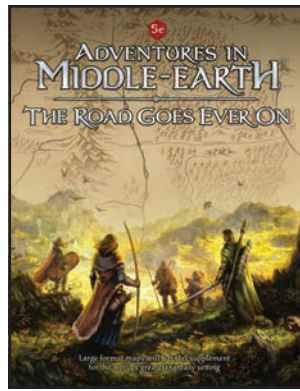
www.CalliopeGames.com



ADVENTURES IN MIDDLE-EARTH - LOREMASTER'S SCREEN

This invaluable accessory pack for *Adventures in Middle-earth* contains a beautiful and functional, four-panel, heavyweight Loremaster's Screen featuring a collection of handy reference tables, plus six pre-generated characters and a 32-page adventure ('The Eaves of Mirkwood'). Scheduled to ship in March 2018.

PSI CB72306 \$29.99



ADVENTURES IN MIDDLE-EARTH - THE ROAD GOES EVER ON

Featuring four beautiful, double-sided, large-format game maps and a 32-page rules supplement, *The Road Goes Ever On* is an invaluable accessory for the *Adventures in Middle-earth* RPG. Scheduled to ship in March 2018.

PSI CB72305 \$29.99

THE LONE WOLF ADVENTURE GAME: SOMMERLUND

The brightest and most powerful nation on the face of Magnamund, Sommerlund is the leader of the free and the first line of defense against the threat of the Darklands. As its brave and powerful warriors have done for centuries, Sommerlund's forces stand ready to turn aside the vile machinations of Naar's dark generals. This first supplement for *The Lone Wolf Adventure Game* is the most comprehensive guide to the iconic realm of Sommerlund ever published, packed with background and history of the kingdom, as well as never-before-seen maps, iconography and uniforms. Scheduled to ship in March 2018.

PSI CB72212 \$39.99



THE LONE WOLF ADVENTURE GAME: TERROR OF THE DARKLORDS HARDCOVER

The first major adventure expansion for *The Lone Wolf Adventure Game*, *Terror of the Darklords* introduces an epic quest that takes the Kai Lords from their quiet Kai monastery on a trail of conspiracies that spread across Sommerlund! Scheduled to ship in March 2018.

PSI CB72215 \$34.99

DAILY MAGIC GAMES

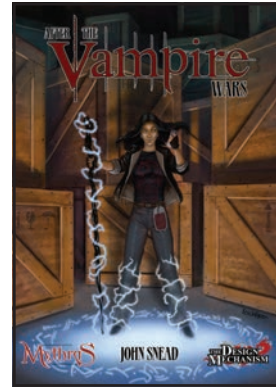
FOOD TRUCK CHAMPION

In *Food Truck Champion*, you are the owner of a new food truck, out to make a name for yourself. As the owner of a new food truck, you're eager to make your mark with great food and fast service. Hire staff, shop for ingredients, take customer orders, prepare tasty dishes, and earn critical awards. At the end of the day, only the most popular truck can be the Food Truck Champion! Scheduled to ship in February 2018.

PSI DMGFTC001 \$25.00



THE DESIGN MECHANISM



MYTHRAS RPG: AFTER THE VAMPIRE WARS

Bringing urban fantasy to the *Mythras* system, players in *After the Vampire Wars* take on the role of supernatural species - Fae, Lycanthropes, Changelings, Seers, and Vampires - in the modern era in the destructive wake of a battle for supremacy that saw the rise of these creatures and the reintroduction of magic to a world dominated by technology. Scheduled to ship in March 2018.

TDM TDM600 \$24.99

DEX PROTECTION



DEX MINI SLEEVE (60)

Scheduled to ship in November 2017.

BLACK DEX DSM001 \$5.99

BLUE DEX DSM002 \$5.99

GREEN DEX DSM003 \$5.99

PURPLE DEX DSM006 \$5.99

RED DEX DSM004 \$5.99

WHITE DEX DSM005 \$5.99



DEX SLEEVE (100)

Scheduled to ship in November 2017.

BLACK DEX DS001 \$6.99

BLUE DEX DS002 \$6.99

GREEN DEX DS003 \$6.99

RED DEX DS004 \$6.99

WHITE DEX DS005 \$6.99



SUPREME GAME CHEST

Scheduled to ship in November 2017.

BLACK DEX SGC001 \$64.99

BLUE DEX SGC002 \$64.99

GREY DEX SGC003 \$64.99

RED DEX SGC004 \$64.99

WHITE DEX SGC005 \$64.99

DYNAMITE

SPOTLIGHT ON



REANIMATOR BOARD GAME

Welcome to the spine-tingling world of *ReAnimator*, a tabletop game of horror and mad science. In this nightmarish take on H.P. Lovecraft's classic creation, players take on the role of assistants to Herbert West, travelling around the ill-begotten town of Arkham, Massachusetts, gathering musty tomes, mysterious ingredients, and even Cadavers of the recently deceased to perfect the the mad genius' experimental reanimation formula. Classic characters including Herbert West, the City Watch, and the Undead wander through Arkham to help (or hinder) the players as they undertake their profane task. Scheduled to ship in February 2018.

DIA STL073181 PI

EVIL HAT PRODUCTIONS



FATE CORE RPG: FATE DICE (4)

FIRE EHP 9019 \$6.00

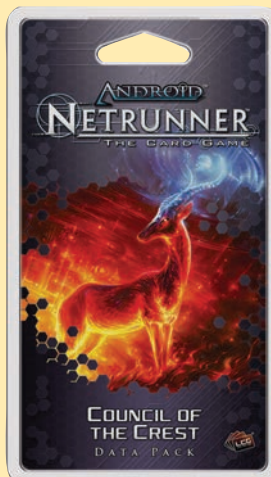
MIDNIGHT EHP 9020 \$6.00



FEATURED ITEM



FEATURED ITEM

**ANDROID NETRUNNER LCG:
COUNCIL OF THE CREST DATA PACK**

Atop the rippling crystal of Lake Victoria sits the skeleton of a second beanstalk. Trade and tourism thrive within the fertile crescent as the Sub-Saharan League, a unity of nations in the midst of an economic and cultural renaissance, works tirelessly to construct the new link between the world of dirt and the limitless expanse. Though determination and focus breed peace within the region, those on the edge wish to disrupt the architecture - for personal profit and political vendetta. The third Data Pack in the *Kitara Cycle* for *Android: Netrunner*, *Council of the Crest* introduces three copies of twenty new cards focusing on the main educational institution of the Sub-Saharan League, the

efforts to build a second space elevator, and the conspiracies and corporate subterfuge that underline both. You'll also discover a powerful new virus, a pair of dueling current events, and a brand-new NBN identity. Scheduled to ship in February 2018.

FFG ADN52 \$14.95



FEATURED ITEM

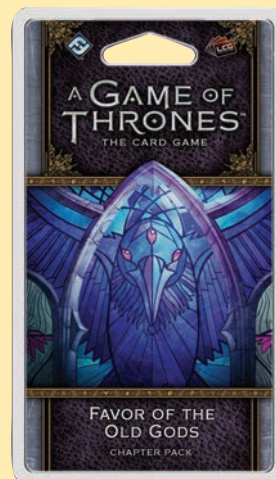
**ARKHAM HORROR LCG: BLACK STARS RISE MYTHOS PACK**

Your investigations have led you far from that fateful first showing of *The King in Yellow* at the Ward Theatre in Arkham. When you no longer can find the answers you need in Arkham, you voyage across the Atlantic to France and enter the catacombs of the dead beneath Paris. Now, you travel to the island commune of Mont Saint-Michel, as brooding, dark clouds cover the sky. A storm is coming - and it's unclear if our world will survive! In *Black Stars Rise*, the fifth Mythos Pack in *The Path to Carcosa Cycle* for *Arkham Horror: The Card Game*, player cards arrive with palliative names like "Stick to the Plan," "Narrow Escape," or "Ward of Protection." Their names are a lie, dripping with false comfort that only the truly mad will embrace. The darkling spires of Carcosa are breaching the walls between dimensions and Hastur will rule over all... The Black Stars are Rising! There is no escape. You are doomed! Scheduled to ship in February 2018.

FFG AHCT6 \$14.95



FEATURED ITEM

**A GAME OF THRONES LCG: 2ND EDITION -
FAVOR OF THE OLD GODS CHAPTER PACK**

The world of Westeros has been defined and shaped by religion. For much of the south, the faith of the Seven is professed - but in the north, the Old Gods still hold sway. The ironborn worship the Drowned God, and the fires of R'hllor are spreading from Essos across the Narrow Sea. Whether held devoutly or used as a pretense for power, these religions have a profound effect on the game of thrones and those who play it. In *Favor of the Old Gods*, the fourth Chapter Pack in the *Flight of Crows Cycle* for *A Game of Thrones: The Card Game*, you'll find an assortment of cards with traits such as Old Gods, The Seven, or R'hllor, hearkening to the many religions that have played their roles in the tumultuous game of thrones. From a new agenda evoking the mystical powers of the greenseers to characters like Selyse Baratheon and Ser Balon Swann, this Chapter Pack has plenty to offer for every faction. Scheduled to ship in February 2018.

FFG GT26 \$14.95

**ELDER SIGN: OMENS OF THE PHARAOH EXPANSION**

In *Omens of the Pharaoh*, an expansion for *Elder Sign*, the investigators join an archeological expedition in the deserts of Egypt. The dig has breached long-hidden chambers and brought your team of investigators face-to-face with the Dark Pharaoh, Nephren-Ka! This cruel and otherworldly threat seeks to return from beyond the grave and continue his blood-soaked reign of terror. What forces have preserved Nephren-Ka for all this time, and how can such a being be stopped? The *Lightless Pyramid* game mode for *Omens of the Pharaoh* lets the investigators travel back and forth between Cairo and Dashur to gather supplies and gain special gameplay advantages by advancing the party's Expedition. Gather powerful Relics to bolster your chances of stopping Nephren-Ka, and explore Hidden Chambers to reveal the powerful Elder Signs that you'll need to stop the rise of the Ancient One. Scheduled to ship in February 2018.

FFG SL20 \$24.95



GAMES

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GDM
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FEATURED ITEM



STAR WARS: LEGION - 74-Z SPEEDER BIKES UNIT EXPANSION

The howl of a 74-Z Speeder Bike racing past isn't something that's easily forgotten. The Empire commonly uses these speeder bikes for scouting and reconnaissance missions, but they can also be deployed to terrifying effect on the battlefield, where their sheer speed often prevents the enemy from taking a clean

shot. The 74-Z Speeder Bikes Unit Expansion for *Star Wars: Legion* includes a unit of two 74-Z Speeder Bikes, and all the unit cards and upgrade cards you need to expand your forces with these lightning-fast speeders. Scheduled to ship in February 2018.

FFG SWL06 \$24.95



FEATURED ITEM

STAR WARS: LEGION - AT-RT UNIT EXPANSION

Since the Rebel Alliance can't hope to match the awe-inspiring military production of the Empire, the Rebellion has turned to salvage in order to supplement their forces - such as with the AT-RTs. The AT-RT Unit Expansion for *Star Wars: Legion* includes a single, new AT-RT miniature to add to your Rebel army, complete with three different gun attachments, the associated unit card, and an assortment of upgrade cards. Scheduled to ship in February 2018.

FFG SWL04 \$24.95



FEATURED ITEM



STAR WARS: LEGION - AT-ST UNIT EXPANSION

The power of the Empire is visible on any subjugated world - and you'll be able to supplement your Stormtroopers with the All Terrain Scout Transport! With the AT-ST Unit Expansion for *Star Wars: Legion*, you'll find a single, finely sculpted, massive AT-ST miniature, which can be assembled to loom over the battlefield and provide a rallying point for your entire army. Alongside this beautiful miniature is an assortment of all the unit cards and upgrade cards you'll need to fully integrate the AT-ST into the Empire's war machine - and your armies! Scheduled to ship in February 2018.

FFG SWL08 \$49.95



FEATURED ITEM



STAR WARS: LEGION - DICE PACK

Supplement your games of *Star Wars: Legion* with a tool of convenience: extra dice! The *Star Wars: Legion Dice Pack* comes with fifteen dice, identical to the dice contained in the Core Set. Scheduled to ship in February 2018.

FFG SWL02 \$14.95



FEATURED ITEM

STAR WARS: LEGION - MOVEMENT TOOLS AND RANGE RULER PACK

Supplement your games of *Star Wars: Legion* with a tool of convenience: extra movement tools and range rulers! The *Star Wars: Legion Movement Tools and Range Ruler Pack* comes with three joined movement tools and one segmented range ruler, identical to the dice contained in the Core Set. Scheduled to ship in February 2018.

FFG SWL03 \$14.95



FEATURED ITEM



STAR WARS: LEGION - REBEL TROOPERS UNIT EXPANSION

The Alliance recruits warriors from every world - wherever they can find beings who have come to hate the Empire's tyranny. Together, these ragtag groups of recruits become Rebel Troopers, carrying out the fight against the Empire on dozens of worlds across the galaxy. The *Rebel Troopers Unit Expansion* for *Star Wars: Legion* features a full unit of seven Rebel Trooper miniatures, identical to the Rebel Troopers included in the Core Set. This expansion also includes the unit card and an assortment of upgrade cards, inviting you to kit out your Rebel Troopers for any battlefield scenario. Scheduled to ship in February 2018.

FFG SWL05 \$24.95

A GAME OF THRONES™

THE CARD GAME

THE DROWNED GOD.
THE OLD GODS. THE SEVEN.
WHO WILL YOU FOLLOW IN YOUR
QUEST FOR THE IRON THRONE?

FAVOR OF THE OLD GODS CHAPTER PACK

GT26 | \$14.95

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FEATURED ITEM



STAR WARS: LEGION - STORMTROOPERS UNIT EXPANSION

No image is more iconic and symbolic of the Empire's power than the expressionless helmet of an Imperial Stormtrooper. These soldiers have been deployed on hundreds of worlds across the galaxy, and everywhere they go they keep the boot of Imperial oppression firmly placed on the neck of all who resist. In the *Stormtroopers Unit Expansion* for *Star Wars: Legion*, you'll find seven Stormtrooper miniatures, identical to the ones included in the Core Set, along with the unit card and upgrade cards you need to add another unit of Stormtroopers to your army. Scheduled to ship in February 2018.

FFG SWL07 \$24.95



FEATURED ITEM

STAR WARS: LEGION - T-47 AIRSPEEDER UNIT EXPANSION

You may be battling the Empire on the frozen wastes of Hoth, or fighting on the surface of any other planet, across the thousands of planets that make up the galaxy. But, no matter where you are, there's always good reason to get a little air superiority. The *T-47 Airspeeder Unit Expansion* for *Star Wars: Legion* adds one T-47 airspeeder miniature to your Rebel armies, along with all the unit and upgrade cards you need to make the T-47 airspeeder a crucial part of your battle for freedom. Scheduled to ship in February 2018.

The *T-47 Airspeeder Unit Expansion* for *Star Wars: Legion* adds one T-47 airspeeder miniature to your Rebel armies, along with all the unit and upgrade cards you need to make the T-47 airspeeder a crucial part of your battle for freedom. Scheduled to ship in February 2018.

Scheduled to ship in February 2018.

FFG SWL09 \$29.95



FAT GOBLIN GAMES



PATHFINDER RPG: SHADOWS OVER VATHAK - HAUNTLINGS ENHANCED RACIAL GUIDE

Enhanced Racial Guide Races: Hauntlings aims to give players of the ghost-touched hauntlings immersive, setting-specific materials and support for almost any kind of play in your *Shadows over Vathak* campaigns. Included are new and expanded options for alternate racial traits and subtypes, favored class options for all the base, core, hybrid, and occult classes, and three new racial archetypes. This *Pathfinder*-compatible sourcebook also includes new racial rules for hauntling equipment, feats, traits, magic items, and spells. Scheduled to ship in February 2018.

S2P FGG1003 \$14.95



STARFINDER RPG: ALIEN EVOLUTION - COSMIC RACE GUIDEBOOK

From the aerial Abrial to the free-floating-nervous-system-encased-in-armor Uavaryon, *The Cosmic Race Guidebook* introduces 25 new playable races for use with the *Starfinder Roleplaying Game*, complete with unique physiologies and abilities. Scheduled to ship in February 2018.

S2P FGG5002 \$29.95

STARFINDER RPG: HYPERSPACE FIENDS

Travelling through hyperspace can sometimes lead to strange and terrifying results. Each time a ship uses its hyperspace engine, the crew may find themselves either flying through empty hyperspace to their intended destination, or passing by a random chunk of another plane. Few would be pleased to find themselves in either Hell or the Abyss, and even fewer would want to be steering through a hybrid of these two fiendscapes! *Close Encounters: Hyperspace Fiends* introduces brand-new, *Starfinder*-compatible rules for interacting with this treacherous subsection of hyperspace and provides stats for 13 of these demons and devils, from the lowly dretch, to the vicious bone devil, to the sword-and-rifle wielding marilith. Scheduled to ship in February 2018.

S2P FGG5003 \$11.95



FINAL FRONTIER GAMES



CAVERN TAVERN BOARD GAME

In a war torn land of heroic feats and epic quests, there's a place that's never felt the wrath of the ongoing and everlasting war between the five realms. Hidden deep in the shadows of a cavern in the hills of Strongcliff, lies the best kept secret - Cavern Tavern! Your mission in *Cavern Tavern* is to be the best employee Nasty the Dwarf has ever had. Why? Because *Cavern Tavern* is the best place to meet heroes of the Northlands, hear stories of epic adventures, and, when the time is right, go on quests that can shape the world. But before you go adventuring, you need to keep your job at all costs! And your job is to serve the most drinks, spend time in the kitchen, maintain the Tavern in tip-top shape, and try not to step on Nasty's toes. You think that's simple? Well, your opponents have the same ambitions and they'll backstab you, rat on you to Nasty, steal from you, and pretty much make your shift at the tavern miserable. Scheduled to ship in January 2018.

IMP FFN1001 \$55.00



RISE TO NOBILITY BOARD GAME

In this magical land of heroes, villains, and adventurers, a fragile peace has been brokered between the Five Realms. Five years after the events of *The Cavern Tavern*, and the escape of evil Lord Dranor, the Elf Princess Tabitha Orestes has taken her rightful place as the High Queen of the Five Realms, forging an alliance in her new capital: the white-walled city of Caveborn. Caveborn is her one chance to make the future work; to make peace work - but to do that she needs the city to run properly. But, Caveborn needs a strong hand. The city needs a ruler, not a historian! Become a lord and take your seat at the Stone Council to help Caveborn flourish and prosper in the *Rise to Nobility Board Game*. Scheduled to ship in January 2018.

IMP FFN2001 \$60.00

FLOODGATE GAMES



NEWS@11

Make up Stories, Break the News! News@11 is a recursive storytelling game in which the players are anchors at a news desk or on assignment in a world going weird. Fill in cue cards and incorporate the topics on them into your segment as you build the story. Stories from the morning news come back in the afternoon and evening, getting stranger and more tangled each time! Scheduled to ship in February 2018.

PSI FGGNW01\$24.95

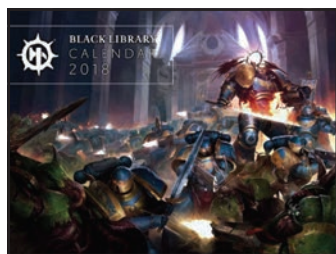
GALE FORCE NINE



DUNGEONS & DRAGONS RPG: TOMB OF ANNIHILATION - MAP SET

Scheduled to ship in December 2017.
GF9 72783\$40.00

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GAW 66-11\$48.00



PAINTING MAT

GAW 66-14\$25.00



WATER POT

GAW 60-07\$8.00

NECROMUNDA



BASES

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BULKHEAD DOORS
GAW 300-05\$35.00



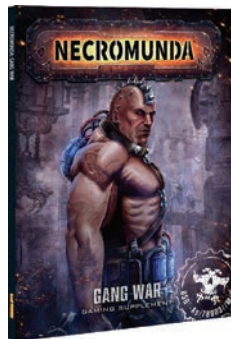
ESCHER GANG
GAW 300-11\$40.00



ESCHER GANG CARDS
GAW 300-07\$15.00



ESCHER GANG DICE SET
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GANG WAR
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GOLIATH GANG CARDS
GAW 300-06\$15.00



GOLIATH GANG DICE SET
GAW 300-03\$12.50



UNDERHIVE
GAW 300-01\$125.00

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GAW 64-68\$115.00



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GAW 64-71\$30.00



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THERMIC PLASMA CONDUITS
GAW 64-69\$35.00



THERMIC PLASMA REGULATORS
GAW 64-23\$25.00



TYRANIDS CODEX
GAW 51-01\$40.00



TYRANIDS DATACARDS
GAW 51-02\$15.00

WARHAMMER AGE OF SIGMAR



**WARHAMMER QUEST -
CHAOS ADVERSARY CARDS**
GAW WQ-04\$25.00



WHITE DWARF NOVEMBER 2017
GAW WD11\$9.00

GLOBAL GAMES

BATTLE IN THE BED: DREAMS COME TRUE

Bringing joyful, mutual satisfaction for everyone! Carrying out ever steamier tasks to titillate their partner, players in *Battle in the Bed: Dreams Come True* progress from the Temptation Zone through the Desire Zone to the Battle In The Bed Zone! Adults Only. Scheduled to ship in December 2017.

GGD VAG001PI



DEMON WORKER

The seat of the Demon King is empty and the next candidate for the throne must show the world their ability to rule. Scout for competent demons, efficiently gather sacrifices, mass produce weapons, promote the research of magical stones, and execute evil and sinister plans in *Demon Worker*! Scheduled to ship in January 2018.

GGD JPG610PI

GMT GAMES



MBT: BAOR (BRITISH ARMY OF THE RHINE) EXPANSION

The MBT series is a worthy successor to the highly regarded *Panzer* series for World War II armored combat. Now the redoubtable British Army, equipped with the lethal Challenger, joins the NATO forces in hypothetical 1980s combat against the Warsaw Pact. Scheduled to ship in February 2018.

GMT 1802\$65.00



MBT: FRG (FEDERAL REPUBLIC OF GERMANY - THE BUNDESWEHR) EXPANSION

The MBT series is a worthy successor to the highly regarded *Panzer* series for World War II armored combat. Now the well-trained West German Bundeswehr, equipped with the superb Leopard, joins the NATO forces in hypothetical 1980s combat against the Warsaw Pact. Scheduled to ship in February 2018.

GMT 1803\$65.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS: HOLIDAY MODULE - NEW YEAR'S EVIL

Every year, *Dungeon Crawl Classics* brings you a one-shot adventure perfect for running over the holidays. This year's adventure brings *Xcrawl to Dungeon Crawl Classics* with a Level 2 *Dungeon Crawl*. Scheduled to ship in January 2018.

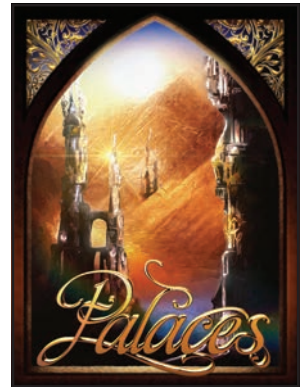
IMP GMG52017\$9.99

GORILLA GAMES

PALACES

Palaces is a deckbuilding-bidding game where players spend resources to add levels to their towers and cards to their deck. Each time you win a bid, you get to build a level in the material of the card you won (ex: marble). You also trigger the special effect of the card you won and any other cards in your bid. Scheduled to ship in January 2018.

OOC 1301\$24.95



GREENBRIER GAMES



GRIMSLINGERS: ADVANCED DUELS THIRD EDITION

In a land beyond God's reckonin' is a place called the Forgotten West. The Iron Witch, a downright mysterious bein', has turned you into a Grimslinger, a powerful witch imbued with metal, machine, and fancy elemental powers. Now yer maker's requirin' all his newly sired to duel each other so that he can make y'all into witches, proper for his own purposes. Don't get dead in *Grimslingers: Duels*, a strategic card game set in a sci-fi fantasy western where players use elemental spells, their wits, and just the right amount of luck to overcome their opponents. Scheduled to ship in February 2018.

PSI GNEGS07\$9.95

GRIMSLINGERS: THE NORTHERN TERRITORIES

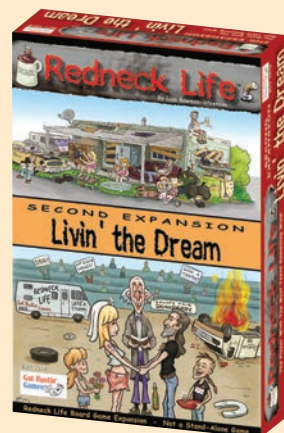
The Northern Territory contains some of the Forgotten West's strangest and most prolific spectacles, secrets, and adventures. Resist the siren songs of the Red Maidens as you traverse the treacherous paths of the Red River. Brave the unforgiving, cavernous interiors of the border wall known as Gates of Hell. Delve into the cryptid, creature-filled depths of The Down Under and uncover ancient secrets in The Great Deep. Explore the Valley of Death anew and more as you set out into *The Northern Territory*, an expansion for *Grimslingers*. Scheduled to ship in February 2018.

PSI GNEGS06\$29.95



GUT BUSTIN' GAMES

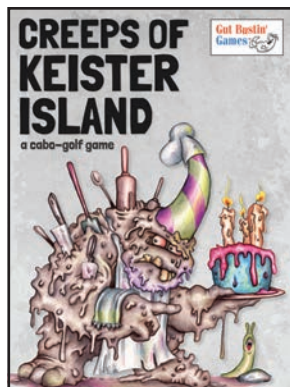
SPOTLIGHT ON



REDNECK LIFE: LIVIN' THE DREAM EXPANSION #2

Be the player with the most teeth remaining in *Livin' the Dream*, a fun-filled expansion for the *Redneck Life Board Game*! *Livin' the Dream* comes complete with a Score Sheet Pad, 20 new Rigs, 10 new Homes, 50 Go Redneckin' Cards, a Rig Sleeve, all-new Charts, and a new Name Placard for the center of your existing game board. Scheduled to ship in November 2017.

GUT 1015\$20.00

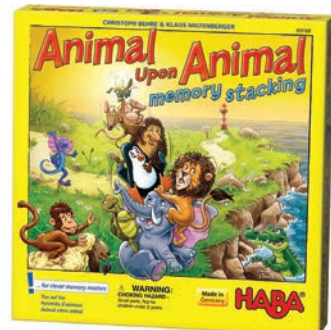


CREEPS OF KEISTER ISLAND CARD GAME

The Creeps of Keister Island often set low goals and fail to achieve them. Spy, Swap, and Peek your way to the lowest score in this addictive card game of deception and fun! Scheduled to ship in November 2017.

GUT 1016 \$20.00

HABA USA



ANIMAL UPON ANIMAL: STACKING MEMORY

While enjoying a lively adventure to the sea coast the animals discover a lighthouse! The animals think they can create their own animal tower lighthouse. Who can keep an overview and stack the animals in the correct order? Scheduled to ship in November 2017.

HAB 303169 \$23.99



1,2,3-HEX HERBEI!

The young sorcerers apprentices have to set forth alone through the dark enchanted forest for their big test. Fortunately, clues about the right path appear in the magic ball. But, beware! The sorcerers apprentices have to be quick and look very closely, because the player who can conjure up the clues will move ahead one step closer to their destination. Scheduled to ship in November 2017.

HAB 302762 \$34.99



UNICORN GLITTERLUCK: A PARTY FOR ROSALIE

Yippee! A new unicorn, baby Rosalie, is coming to Cloudland! The unicorns Glitterluck, Stardust, Marvel Flower, and Magic Swirl want to give Rosalie a fantastic reception and throw a huge welcoming party. Help the unicorns cooperatively find all the friends, get them to the party cloud and collect all ten cloud crystals! Hurry, everything needs to be ready before baby

Rosalie arrives at the surprise party! Scheduled to ship in November 2017.

HAB 303155 \$27.99

IDW GAMES

DRAGON BALL Z: PERFECT CELL DICE GAME

The Cell Games are on and the world's greatest fighters have gathered to see if they have what it takes to defeat Cell, the perfect warrior. Teaming up to take him down, Goku, Gohan, Vegeta, Krillin, Trunks, and Piccolo must strategize together in order to stop the supposedly unstoppable machine! In the *Dragon Ball Z: Perfect Cell Dice Game*, players take control of an iconic *Dragon Ball Z* fighter and roll their dice to generate energy. Using custom icons, players allocate their dice into performing attacks, helping other players, or buying upgrades. Players need to work together though, as Cell will continue to generate new threats that can heal him, damage all players, or lock players out of potentially game changing upgrades!

IDW 01421 \$39.99



ATARI'S MISSILE COMMAND

As global tensions mount, leaders of powerful nations sit ready to defend their people - or destroy their enemies. Alliances are formed, yet fragile. Deals are made, but not always upheld. Diplomacy is just as important as strategic planning and procuring armaments. The missiles are at your command and the choice is yours: fire on your enemies or betray your allies in Atari's *Missile Command*! A social game of diplomacy and destruction, players in Atari's *Missile Command* stockpile of missiles, make deals with their opponents, and vie for the top spot in the world stage in this fast and strategic take on Atari's classic video game.

IDW 01419 \$39.99



ROAR: KING OF THE PRIDE

In the wilds of Africa, lion prides rule over all beasts, but only one pride can rule over all the lions! In *Roar: King of the Pride*, players compete to become the dominant pride of Africa. Managing your food supply, while expanding your territory and growing your pride size with cubs, will take strategic planning and key wits. Even the best-laid plans, however, can be interrupted by other pride's secret objectives, or worse, the encroachment of a new and deadly threat.

IDW 01377 \$59.99

IELLO

FAIRY TILE

Scheduled to ship in January 2018.

IEL 51396 \$29.99

THE LEGEND OF THE CHERRY TREE

Scheduled to ship in January 2018.

IEL 51376 \$19.99

SENTAI CATS

Scheduled to ship in March 2018.

IEL 51457 \$14.99

INDIE BOARDS & CARDS



AEON'S END DBG: THE OUTER DARK EXPANSION

The extinction of Gravehold wanes ever nearer as The Nameless gather their most powerful legions. Not even the dreams of those who have endured are a refuge any longer. What terrors loom in the heart of the great nothing some call The Outer Dark? An expansion for *Aeon's End*, *The Outer Dark* contains new nemesis and two new breach mages, as well as new gems, relics, spells, and minions. Scheduled to ship in March 2018.

PSI IBCAED01 \$19.99



DELVE: PERIL AWAITS EXPANSION

The *Peril Awaits* expansion adds ten new treasures and 30 additional encounters to *Delve*.

PSI IBCDELP1 \$11.99

IRON WIND METALS

COUGAR PRIME/B MECH - TRO 3060

Scheduled to ship in December 2017.

IWM 20-5155 \$11.50

ENFORCER III ENF-7D MECH - XTRO REPUBLIC VOL 1

Scheduled to ship in December 2017.

IWM 20-5157 \$12.95

JAGUAR (STANDARD) MECH - TRO 3145

Scheduled to ship in December 2017.

IWM 20-5154 \$11.95

PHOENIX HAWK IIC 7 MECH - TRO 3085

Scheduled to ship in December 2017.

IWM 20-5156 \$17.95

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG: EXTREME FORCE SPECIAL EDITION BOX DISPLAY (10)

Noble Knights! Brand-new Mythical Beasts! The Extradimensional Terrors of Akira Zaizen from Yu-Gi-Oh! VRAINS! Each Extreme Force Special Edition box for the Yu-Gi-Oh! Trading Card Game contains three Extreme Force booster packs, 1 of 2 Super Rare variants of sought-after tournament level cards, and 1 of 2 Super Rare preview cards from the Spring 2018 booster set. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 83614.....\$99.90



YU-GI-OH! TCG: LEGENDARY COLLECTION KAIBA

Total Dueling domination never goes out of style for Seto Kaiba! *Legendary Collection Kaiba* for the Yu-Gi-Oh! Trading Card Game brings together many of Kaiba's most famous cards, along with other powerful cards often used alongside them in a 100-card, all-foil mega-set. Each box contains three *Legendary Collection Kaiba Mega Packs* and a fold-up game board. KON 83675.....\$29.99



YU-GI-OH! TCG: LEGENDARY DUELISTS - ANCIENT MILLENNIUM BOOSTER DISPLAY (36)

Bandit Keith! Maximillion Pegasus! Weevil Underwood! Take a walk on the dark side with *Legendary Duelists: Ancient Millennium*, featuring brand-new cards inspired by some of the most villainous Duelists in the Yu-Gi-Oh! universe! *Legendary Duelists: Ancient Millennium* also gives love to the rivals and villains of Yu-Gi-Oh! GX, offering new cards for Professor Crowler's Ancient Gear Deck, Jesse Anderson's Crystal Beasts, and Chazz Princeton's many strategies. This 53-card set for the Yu-Gi-Oh! Trading Card Game is introduced in boosters packed in 36-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 83647.....\$71.64

MANTIC ENTERTAINMENT

TERRAINCRATE

Scheduled to ship in April 2018.



DARK LORD'S TOWER

MGE MGTC106.....\$29.99



DRAGON'S HOARD

MGE MGTC111.....\$9.99



DUNGEON DEBRIS

MGE MGTC108.....\$29.99



DUNGEON DEPTHS

MGE MGTC104.....\$79.99



DUNGEON DOORS

MGE MGTC102.....\$9.99



DUNGEON ESSENTIALS

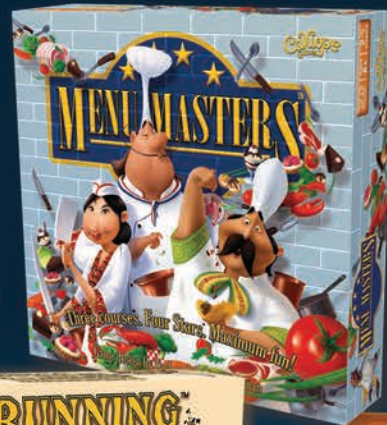
MGE MGTC103.....\$29.99



DUNGEON TRAPS

MGE MGTC113.....\$9.99

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MGE MGTC107.....\$29.99



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MGE MGTC105.....\$29.99

THE WALKING DEAD: ALL OUT WAR

Scheduled to ship in December 2017.



CHAIN-LINK FENCE MDF KIT
MGE MGWD018.....\$19.99



THE PRISON TOWER MDF KIT
MGE MGWD017.....\$29.99



THE PRISON MDF KIT
MGE MGWD014.....\$84.99



PRONE FIGURES BOOSTER
MGE MGWD123.....\$19.99

THE WALKING DEAD: ALL OUT WAR

Scheduled to ship in March 2018.



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DETERMINED BOOSTER**
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**TYREESE, PRISON
ADVISOR BOOSTER**
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MATTEL TOYS



BLOKUS

A Mensa Select Recipient! Stake your claim, protect your territory in *Blokus*, as players attempt to fit as many of their pieces on the board as possible while strategically blocking their opponents. Scheduled to ship in November 2017.

MAT BJV44.....PI

MIND BOTTLING GAMES



DICE THRONE

For a thousand years, the Mad King has sit high atop his throne, bored with a millennia of victory. Each year he hosts a tournament of champions, with the greatest prize a hero could ever want - the Throne! Choose unique heroes to command! Activate and upgrade their abilities using dice combinations! Play cards to manipulate dice and surprise your foe! Defeat your opponents and take the throne in *Dice Throne*! Scheduled to ship in February 2018.

PSI MBGDT101.....\$49.99

Darwin Bromley & Tom Uham

IRON Dragon

KUINO

KILLAVORE

Return to the magical land of fantasy-steampunk, dragons and trains with Iron Dragon! In this classic Empire Builder game you will deal with random events and build the most profitable railroad through dwarven, elven and orcish lands!



1-5 100-200 12+



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MODIPHIUS

**SPACE 1889: LONDON BRIDGE HAS FALLEN DOWN - SAVAGE WORLDS EDITION**

A *Savage Worlds* adventure for *Space 1889*, *London Bridge Has Fallen Down* includes a detailed description of the city of Mylark, including a city map, with additional locations, factions, and thrilling plot hooks. Scheduled to ship in January 2018.

IMP MUH051220\$9.99

**SYMBAROUM RPG: THE ART OF SYMBAROUM**

A cloth-dressed, hardcover tome printed on thick, premium quality paper to do the haunting and surreal illustrations of Martin Grip justice, *The Art of Symbaroum* includes short text excerpts meant to anchor the motifs and portraits in the world of *Symbaroum*. Scheduled to ship in January 2018.

IMP MUH051002\$34.99

SPIRIT OF 77 RPG: WIDE WORLD OF 77

An expansion for the *Spirit of 77* RPG, *Wide World of 77* takes you from the mean streets of the city to new destinations like the squared circle, thunder road raceways, and brawl-for-it-all skating rinks, along with new Roles, Stories, and lots of surprises! Also included are three wild adventures that take you from the hottest daytime game show to prehistoric lands and funky car wash hijinks! Scheduled to ship in February 2018.

S2P MFS77102\$20.00

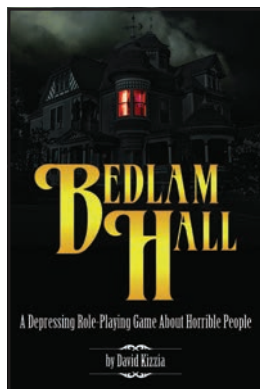


MONTE COOK GAMES

**INVISIBLE SUN RPG: THE BLACK CUBE**

Do you think you live in the real world? You don't. This world you see around you is Shadow - a world illuminated only by the Grey Sun. You think it's your home, but that's because you have forgotten your true self. Awaken, and return to the Actuality and Satyrine, the city under the Indigo Sun. You are a vislae, a wielder of fabulous powers and capabilities, a shaper of reality itself. You sought shelter in Shadow to escape the war, but the war is now over and your home has called you back. Yield fabulous powers as you uncover the secrets of reality itself in *Invisible Sun*, a roleplaying game of surreal fantasy, secrets, and magic that is truly magical! *The Black Cube* contains four hardcover tomes totaling over 500-pages of game and setting content; The Sooth Deck, a beautiful, tarot-themed deck that's instrumental to game play; The Path of Suns game board, used with the Sooth Deck; The Testament of Suns, a resin-cast figure that displays the currently ascendant Sooth Card; plus a wide variety of tokens for tracking game info, a set of custom *Invisible Sun* dice, two cloth maps, a GM's notebook, character tomes for all four orders, plus apostates, a character grimoire pad, five pregenerated characters, and oads of in-setting handouts and props. Scheduled to ship in March 2018.

PSI MCG135\$243.00

**BEDLAM HALL RPG**

Powered by the Apocalypse, players in *Bedlam Hall* take on the terrible role of servants for the Blackwood family - who are quite different. The family's troubles run the gamut between inconvenient relationships to terror-driven psychoses that can turn bloody and violent. Not quite the best employers to work for, in any sense of the word. Coupled with the house's own peculiarities and an overwhelming need to maintain ones own skeletons in the closet, every member of staff has their hands full, to say the least. Can you manage to survive the strange happenings and the family's unnatural behavior while still keeping the house under control and your references in order? Scheduled to ship in February 2018.

S2P MFS66101\$25.00

**GRUEL TRUCK!**

It's the dawning of the Third Age - an age of great heroes. A time when adventurers from distant lands came together seeking amazing quests for fame, fortune, and glory. And those guys die! (most of them anyway.) Only the survivors make it into the annals of legend for their magnificent deeds. Those who fail are swept into a sack and left on the side of the trail - after everyone has gone through their pockets. And they die pretty nasty deaths, come to think of it, sliced into bite-sized chunks from death traps, buried alive in catacombs until running out of air, and eaten by wild animals that go for the squishy parts of the anatomy first. All for the hope of getting a few gold pieces to squander at the local tavern, hard earned, quickly lost, and a heck of a lot of scarring. *Gruel Truck!* is the Zany Adventure Game of Food Trucks in the Fantasy Age! Scheduled to ship in February 2018.

S2P MFS88100\$20.00

**SPIRIT OF 77 RPG**

Hey there, all you boppers! Get ready for slam-bang action and high-octane excitement with *Spirit of 77*, the 1970's pop culture roleplaying game that turns up the volume and never slows down! Kung-fu tough guys, good ol' boy truckers, starry-eyed rockers, and hard-boiled sleuths, all jam-packed into one funky, easy-to-learn game system powered by the Apocalypse. Now put on the turntable, kick it into overdrive, and get ready to rock with the glittery power of glam and the gritty edge of the street with *Spirit of 77*! Can you dig it? Scheduled to ship in February 2018.

S2P MFS77101\$30.00

**INVISIBLE SUN RPG: SOOTH DECK**

Like many things, the *Sooth Deck* serves multiple purposes in *Invisible Sun*. As a part of the setting, the *Sooth Deck* is a 60-card set of divinatory cards played upon a board showing the Path of Suns. Each card briefly brushes across a strand of fate to learn what might be in store for the person in question. Each deck is divided into four families, and each family has royalty cards. The *Sooth Deck* is also something that a character might have and use within the context of the game. Scheduled to ship in March 2018.

PSI MCG138\$23.00

**NO THANK YOU, EVIL! RPG:****I'M A GUIDE**

I'm a Guide gives you a hands-on, step-by-step book for kids who are ready to take on the role of Guide in the *No Thank You, Evil!* RPG. Easy-to-follow instructions help kids run a simple adventure, learning along the way so they can go on to run more advanced stories, or even make up their own! *I'm a Guide* also comes bundled with a bunch of great stuff for helping Guides explore Storia, including the storybook and mini-adventure ('Lucy Lawful and the Awful Waffle'), a Storia coloring book, and character standups.

PSI MCG148\$24.99

INVISIBLE SUN RPG: VISLAE KIT

Designed for use with *Invisible Sun*, the *Vislae Kit* is a player companion to *The Black Cube*, with dice, a *Sooth Deck*, a grimoire pad, a character tome, tokens, and more. Scheduled to ship in March 2018.

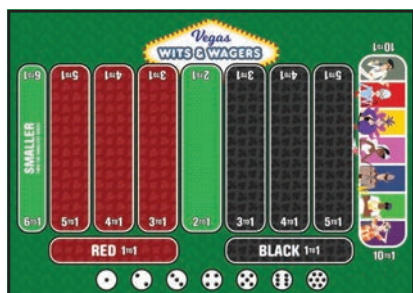
PSI MCG151\$36.00



MIB 1022.....	\$24.99
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Jazz up your *Evolution Climate* game with this gorgeous, neoprene play mat with the same iconic art used on *Climate's* play board. The colors are richer and deeper than the board in *Evolution Climate*, making the already beautiful watercolor art pop even more. And who doesn't love playing on neoprene mats? Scheduled to ship in November 2017.

NSG 526	\$19.99
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History's most award-winning party game just got better! With more ways to bet and smoother game play, *Wits & Wagers Vegas* creates the ultimate *Wits & Wagers* experience. This limited-edition expansion converts both *Wits & Wagers Party* and *Wits & Wagers Deluxe* into the trivia party game that has no equal. *Wits & Wagers Vegas* contains a show-stopping 34" x 24" neoprene, two-sided play mat with classic *Wits & Wagers Deluxe* on one side, and *Wits & Wagers Vegas* on the other. It also has more questions and extra components to amplify your *Wits & Wagers* game nights. Scheduled to ship in November 2017.

NSG 131	\$49.99
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Welcome to the school for exceptionally talented students of the ancient art of Dungeon Crawling! Are you ready to make your House proud? *Dragonsgate College* is a strategic game utilizing a unique dice drafting mechanism that puts 2-4 players in charge of Student Houses locked in a battle for recognition and prestige. Constructing student facilities, hiring seasoned adventurers as teachers, dabbling in the arcane arts of wizardry and subterfuge, and cleverly outmaneuvering your opponents - all this awaits you within the walls of this ancient university. Prove your worth, and maybe you will even get a tenure in *Dragonsgate College*! Scheduled to ship in February 2018.

PSI NSK019.....	\$49.99
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OINK GAMES



A FAKE ARTIST GOES TO NEW YORK

The true talent is not getting caught! Everyone is drawing one picture together...but someone doesn't even know what they're drawing! There's a fake artist hiding among the real artists - can you find out who it is? Scheduled to ship in February 2018.

PSI ONK0001FAG\$20.00



DEEP SEA ADVENTURE

A group of poor explorers hoping to get rich quickly head out to recover treasures from some undersea ruins. They're all rivals, but their budgets force them to share a single rented submarine and a tank of air, as well! If they don't get back to the sub before they run out of air, they'll drop all their treasure. Now it's time to see who can bring home the greatest riches in this *Deep Sea Adventure*! Scheduled to ship in February 2018.

PSI ONK0001DSA\$20.00



INSIDER

Are we controlled by what we hear and see, even while thinking we decide freely? Players in *Insider* have to find the right answers to a quiz and also uncover the 'Insider' in their midst that's manipulating the discussion and misleading the others. Scheduled to ship in February 2018.

PSI ONK0001INS\$20.00



THE PYRAMID'S DEADLINE

The Pharaoh is Dying! As one of the chosen architects, you have to try to build the most remarkable gravesite for your pharaoh, but if your goal is too lofty or you're too slow and the pharaoh dies before you finalize the monument you'll be executed! Scheduled to ship in February 2018.

PSI ONK0001PMD\$20.00



STARTUPS

Believe in Your Future! Get in on the groundfloor of a golden opportunity in *Startups*! Change the world as we know it and be part of the success as an investor in these enterprising ventures. With great risk comes great reward (hopefully) in *Startups*! Scheduled to ship in February 2018.

PSI ONK0001STU\$20.00

PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: ULTIMATE COMBAT ADD-ON DECK

Chock full of enough armor and weapons for any war you might wage, the *Ultimate Combat Add-On Deck* can be used with any *Pathfinder Adventure Card Game* character or *Adventure Path*. Or you can play with the brand-new character included in this 109-card box: Hayato, the iconic samurai. Scheduled to ship in March 2018.

PZO 6828\$19.99



PATHFINDER RPG: ADVENTURE PATH - WAR FOR THE CROWN PART 2 - SONGBIRD SCION SABOTEUR

As newly-appointed agents in Taldor's escalating struggle for succession, the heroes must help their Princess Eutropia build a power base by reclaiming her family's land from squatters - the debased Lotheed family. Can the heroes infiltrate the high-society of Meratt County through its extravagant balls and tournaments, while secretly undermining Count Bartelby Lotheed's authority, or will their clandestine attempts to repair the damage done and woo allies ultimately lead them to the headsman's blade? A *Pathfinder Roleplaying Game* adventure for 4th-level characters, *Songbird, Scion, Saboteur* continues the *War for the Crown* Adventure Path. Scheduled to ship in March 2018.

PZO 90128\$24.99



PATHFINDER RPG: FLIP-MAT - FOREST FIRE

Whether you are braving scalding flames to save victims trapped in a raging inferno, or fleeing from the devastation wrought by a dragon, *Pathfinder Flip-Mat: Forest Fire* has you covered. Detailing a smoldering, mountainous maze on one side and a secluded forest outpost on the other, this portable, affordable, double-side map measures 24-inches x 30-inches, and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in March 2018.

PZO 30090\$14.99

PATHFINDER RPG: PLAYER COMPANION - MERCHANT'S MANIFEST

Some say that money makes the world go 'round, and it's Golarion's merchants who make this a reality. This player-focused companion examines commerce in the setting through the lens of important trade hubs such as Absalom, Goka, and Katapesh, where smart shoppers can secure myriad fine wares. Want a piece of the profits? *Pathfinder Player Companion: Merchant's Manifest* is your key to success, packed with information about the most successful trading companies that have developed specialized tools and techniques to make the biggest profits and outwit their competitors. Scheduled to ship in March 2018.

PZO 9489\$14.99



STARFINDER RPG: PACT WORLDS HARDCOVER

The Pact Worlds are the beating heart of the *Starfinder* campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station and the carnivorous jungles of Castrovel, to the necromantic wastelands of Eox and the floating cloud-cities of the gas giant Bretheda, this *Starfinder* rulebook features in-depth gazetteers of the system's 14 major worlds, including new playable alien races, starships, living vessels, and archetypes, plus tons of new weapons, armors, spells, feats, magic items, and technological gadgets. Scheduled to ship in March 2018.

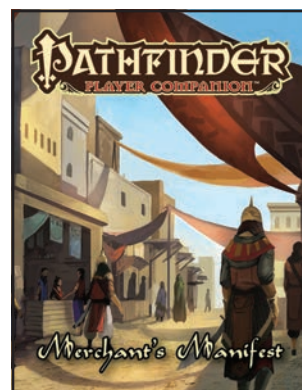
PZO 7107\$44.99



STARFINDER RPG: FLIP-MAT - SPACE STATION

Featuring the commercial center of a futuristic station on one side and the cramped corridors of an industrial platform on the other, this portable, affordable, double-side map measures 24-inches x 30-inches, and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in March 2018.

PZO 7306\$14.99



PANDASURUS GAMES



COASTER PARK

Click, click, click... Hold on to your stomachs, because the ride of your life is about to drop! In *Coaster Park*, you're tasked with building the biggest, baddest roller coasters. To do this, you must assemble a killer crew to help you outbid and outsmart your fellow builders to gain the choicest track. But, don't forget about physics! If your marble fails to make it to the end, you've got a dud on your hands and must re-engineer your path to victory! Scheduled to ship in December 2017.

PSI PAN201706.....\$49.95

PINNACLE ENTERTAINMENT GROUP



FEAR AGENT GM SCREEN WITH ADVENTURE

Packed with all the tables and handy reference items a GM needs to run *Fear Agent: The Roleplaying Game*, this sturdy, three-panel screen comes with a 32-page adventure. Scheduled to ship in January 2018.

S2P 11351.....\$19.99



FEAR AGENT LIMITED EDITION (HARDCOVER)

Based on the amazing comic series by Rick Remender, Tony Moore, and Jerome Opea, *Fear Agent: The Roleplaying Game* is a pulp sci-fi setting for *Savage Worlds* with dark secrets and cataclysmic twists! After Earth is devastated by an interstellar war between two alien races, the few surviving members of humanity are dragged kicking and screaming into a complex galaxy of terror and adventure they didn't even know existed. Now, Texan Heath Huston bands together with others of his ilk to form the Fear Agents, a ragtag collection of survivors intent on revenge! In their wake is a galaxy where humans are newcomers in a world of lasers, rocket packs, and warp drives. Scheduled to ship in January 2018.

S2P 11350LE.....\$39.99



THE GOON: LIMITED EDITION (HARDCOVER)

The Goon: The Roleplaying Game is based on Eric Powell's multiple Eisner Award-winning comic, *The Goon*! This game ain't about heroes, per se. More like antiheroes. Join the Goon's crime syndicate - or play as Goon, Franky, and the rest of their crew - and fight off the rival gangs what's encroaching on your turf, while collecting on Goon's debts and whatnot. You might also succeed at fighting off the tide of bleak suffering that's set to consume yer soul. Then again, you might not! But while you're contemplatin' the psychology and so forth, make sure to watch out for Zombie Priest and his legions of groanin', brain-chompin' zombies; they're a constant hassle. If that ain't bad enough, there's crazed-yet-brilliant Dr. Hieronymus Alloy and his robots goin' on a rampage every other week. You also want to keep a lookout for swarms of chug-heads... what they call 'changelings'. Yeah. They're nasty little buggers. Believe me, pal, we ain't even got to the worst of it yet. You sure you wanna join up with Goon's crew? Scheduled to ship in January 2018.

S2P 11300LE.....\$39.99



THE GOON: GM SCREEN WITH ADVENTURE

Packed with all the tables and handy reference items a GM needs to run *The Goon: The Roleplaying Game*, this sturdy, three-panel screen comes with a 32-page adventure. Scheduled to ship in January 2018.

S2P 11301.....\$19.99

POKÉMON USA



TRADING CARD GAME

POKÉMON TCG: GUZZLORD-GX BOX

The *Guzzlord-GX Box* for the *Pokémon Trading Card Game* includes one foil promo card and an oversized card featuring *Guzzlord-GX*, plus four *Pokémon TCG* booster packs.

PUI 80364.....PI

POKÉMON TCG: SHINING LEGENDS PIN COLLECTION - MARSHADOW

This *Shining Legends Pin Collection* includes a never-before-seen foil promo card and an awesome collectible pin featuring *Marshadow*, plus three *Pokémon TCG: Shining Legends* booster packs.

PUI 80366.....PI

Every Game IS A Party!



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POKÉMON TCG: SHINING LEGENDS SPECIAL COLLECTION - RAICHU-GX

The Shining Legends Special Collection Raichu-GX for the Pokémon Trading Card Game includes a full-art foil promo card and an oversized card featuring Raichu-GX, plus a foil promo card of Pikachu, a Raichu metallic collectible coin, and five Pokémon TCG: Shining Legends booster packs. PUI 80363.....PI



POKÉMON TCG: SUN & MOON ULTRA PRISM MINI ALBUM

This mini portfolio is designed to store 60 of your favorite cards and comes with a Pokémon TCG booster pack. PUI 80358.....PI

SPOTLIGHT ON!



POKÉMON TCG: SUN & MOON ULTRA PRISM BOOSTER DISPLAY (36)

Ultra Beasts! Prism Star Cards! 18 New Trainer Cards! This 150-card expansion for the Pokémon Trading Card Game is introduced in 60-card Theme Decks offered in 8-count displays, 10-card boosters packed in 36-count displays, and 3-booster blisters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 80344-D.....PI

POKÉMON TCG: SUN & MOON ULTRA PRISM THEME DECK DISPLAY (8)

Ultra Beasts! Prism Star Cards! 18 New Trainer Cards! This 150-card expansion for the Pokémon Trading Card Game is introduced in 60-card Theme Decks offered in 8-count displays, 10-card boosters packed in 36-count displays, and 3-booster blisters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 80350-D.....PI

POKÉMON TCG: SUN & MOON ULTRA PRISM THREE BOOSTER BLISTER

Ultra Beasts! Prism Star Cards! 18 New Trainer Cards! This 150-card expansion for the Pokémon Trading Card Game is introduced in 60-card Theme Decks offered in 8-count displays, 10-card boosters packed in 36-count displays, and 3-booster blisters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 80346.....PI

POKÉMON TCG: SUN & MOON ULTRA PRISM ELITE TRAINER BOX

The Sun & Moon-Ultra Prism Elite Trainer Box for the Pokémon Trading Card Game includes eight Sun & Moon-Ultra Prism booster packs, 65 card sleeves featuring Dusk Mane Necrozma or Dawn Wings Necrozma, 45 Energy cards, six damage-counter dice, a competition-legal coin-flip die, two acrylic condition markers and one acrylic GX markers, a player's guide to the Sun & Moon-Ultra Prism expansion, and a code card for the Pokémon Trading Card Game Online, all gathered in a collector's box designed to hold everything with four dividers to keep it organized. PUI 80356.....PI

PRIVATEER PRESS

HORDES

Scheduled to ship in February 2018.



MINIONS BONE SHRINE SOLO (RESIN AND WHITE METAL)

PIP 75083.....\$24.99

MINIONS CROAK TRAPPERS UNIT (RESIN)

PIP 75077.....\$14.99



MINIONS GATORMAN BOIL MASTER & SPIRIT CAULDRON UNIT (RESIN AND WHITE METAL)

PIP 75076.....\$27.99



MINIONS GATORMAN HUSK SOLO (RESIN AND WHITE METAL)

PIP 75081.....\$17.99

MINIONS LONGCHOPS CHARACTER SOLO (RESIN AND WHITE METAL)

PIP 75079.....\$18.99



MINIONS VOID LEECH WEAPON ATTACHMENT (WHITE METAL)

PIP 75078.....\$21.99

SKORNE LORD TYRANT HEXERIS WARLOCK (WHITE METAL RESCULPT)

PIP 74091.....\$17.99

P3 PAINT

BOG MOSS PIP 93141.....\$4.00

BOGRIN BROWN PIP 93139.....\$4.00

CASPIAN FLESH PIP 93162.....\$4.00

DEATHLESS METAL PIP 93169.....\$4.00

GRAVEDIGGER DENIM PIP 93129.....\$4.00

KOSSITE FLESH PIP 93161.....\$4.00

MEATY OCHRE PIP 93138.....\$4.00

PIGGY PURPLE PIP 93209.....\$4.00

SICKLY SKIN PIP 93132.....\$4.00

WARMACHINE



CRYX DEATHJACK CHARACTER HELLJACK (RESIN AND WHITE METAL)

PIP 34130.....\$64.99

Q-WORKSHOP



STARFINDER: DEAD SUNS DICE SET (7)

Scheduled to ship in November 2017. QWS STAR90.....PI

QUICK SIMPLE FUN GAMES



MUSE

Where Will Your Muse Guide You? Lead your teammates to inspiration using cryptic clues and surreal imagery in Muse, a beautiful party game with over one hundred fully-illustrated cards. As a muse, you need to be creative to give the right clue within the constraints of the inspiration card you've been dealt, hoping to lead your team to their masterpiece. As artists, you work alongside one another to decipher that clue, and correctly choose the piece of art from the line-up. Challenge your creativity, listen closely, and let your Muse guide you to your masterpiece! QSF 177613.....\$24.99

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REAPER BASE BOSS GAMING BASES (4)

100MM ROUND RPR 74062.....\$10.99

105MM X 70MM OVAL RPR 74068.....\$9.99

120MM X 92MM OVAL RPR 74069.....\$9.99

130MM ROUND RPR 74063.....\$11.99

160MM ROUND RPR 74064.....\$14.99

170MM X 105MM OVAL RPR 74070.....\$9.99

80MM ROUND RPR 74061.....\$9.99

CHRONOSCOPE



BONES BLACKSTAR CORSAIR BRAVO

RPR 80077.....\$3.29



**BONES BLACKSTAR
CORSAIR CHARLIE**
RPR 80078\$3.29



BONES SPACE MOUSLING (LEFT)
RPR 80082\$2.99



BONES FROST GIANT KING
RPR 77591\$12.99



BONES FIRE GIANT JAILOR
RPR 77593\$25.98



BONES CAMEL WITH PACK
RPR 80075\$3.99



BONES SPACE MOUSLING (RIGHT)
RPR 80083\$2.99



**DAMARIS WALMUND,
DUSKWARDEN**
RPR 03844\$6.99

DARK HEAVEN

Scheduled to ship in February 2018.

**BONES BARBARIAN
MOUSLINGS (2)**
RPR 77546\$2.79



BONES CARRION WORM
RPR 77541\$5.99

BONES SPACE MOUSLING (CENTER)

RPR 80081\$2.99



**BONES SPACE
MOUSLING COMMANDER**
RPR 80084\$2.99



MRS. CLAUS
RPR 50341\$5.99



**MINA SPLINTERHEART,
RIVER WIDOWS CAPTAIN**
RPR 03845\$6.99



BONES DRAGON
RPR 77590\$29.99

**BONES FROST GIANT
BODYGUARD**
RPR 77544\$12.99



BONES SPACE MOUSLING FLAMER
RPR 80086\$2.99



**AURELIO ENDRINO,
BONEHENGE WARLOCK**
RPR 03843\$7.99



**VATANIS, MAGGOTCROWN
NECROMANCER**
RPR 03846\$9.99



BONES FROST GIANT WARRIOR
RPR 77543\$12.99

BONES SARCOPHAGUS
RPR 77540\$4.99



BONES SPACE MOUSLING HEAVY
RPR 80085\$2.99



BONES AVATAR OF RAGE (HIPPO)
RPR 77586\$5.29

DARK HEAVEN Scheduled to ship in November 2017.

BONES DIABOLUS, DRAGON
RPR 77545\$39.98

DARK HEAVEN Scheduled to ship in December 2017.

BONES SOLAR, ANGEL
RPR 77594\$15.98

DARK HEAVEN Scheduled to ship in March 2018.

**BONES CRUSADER ARDENT
(HAMMER)**
RPR 77553\$2.99

**BONES CRUSADER CHAMPION
(ATTACKING)**
RPR 77550\$2.99



**BONES CRUSADER
DEFENDER (SPEAR)**
RPR 77554\$2.99

**BONES CRUSADER JUSTIFIER
(GREATSWORD)**
RPR 77552\$2.99

**BONES CRUSADER
SWORDSMAN (STANDING)**
RPR 77551\$2.99

**BONES DWARF BERSERK
JESTER LORD**
RPR 77569\$2.79

BONES DWARF FORGE PRIESTESS
RPR 77571\$2.79

**BONES DWARF
MASTER OF THE HUNT**
RPR 77572\$2.79

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BATTLE MAGE**
RPR 77575\$3.29

**BONES DWARF ROYAL
WEAPONMASTER**
RPR 77574\$2.79

BONES EASTERN MOUSLINGS (2)
RPR 77547\$2.79

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THE COPPER DRAGON**
RPR 77565\$19.99

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RPR 77566\$4.79

BONES OGRE MATRIARCH
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BONES SPHINX
RPR 77576\$5.99

BONES UNDEAD DWARF FIGHTER
RPR 77561\$2.79

BONES UNDEAD ELF ARCHER
RPR 77563\$2.79

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RPR 77562\$2.49

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BONES UNDYING LORD OF DEATH
RPR 77558\$2.99

BONES UNDYING MINOTAUR
RPR 77559\$3.49

BONES VIKING MOUSLINGS (2)
RPR 77549\$2.79

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RPR 77573\$2.79

BONES WIZARD MOUSLINGS (2)
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REAPER SPECIAL EDITION



**25TH ANNIVERSARY DAIN
DEEPAXE, DWARF HERO**
RPR 01610\$10.99



THE NATIVITY: BOXED SET
RPR 10047\$49.99



THE NATIVITY: WISE MAN #3
RPR 01451\$6.49

RED RAVEN



EMPIRES OF THE VOID II
By the time Captain Markan realized Earth was losing the war against the Znu, it was too late. Earth's shield fell and the Znu scorched the surface to an irradiated wasteland. In desperation and for the survival of the species, she sent Earth's massive worldship on a decade-long journey to uncharted space. Their destination was the fringes of the galaxy, where there was a chance to gain a foothold, grow in strength, and, perhaps, find new allies for the fight against the Znu and Decima empires. Learning of this plan, the great empires sent their own worldships, following Earth to the edge, determined to stake their own claim and win the war for the fringe! Conquer the fringe of the galaxy using might or diplomacy in *Empires of the Void III*. Scheduled to ship in February 2018.
PSI RVM017\$79.99

RENEGADE GAMES STUDIOS

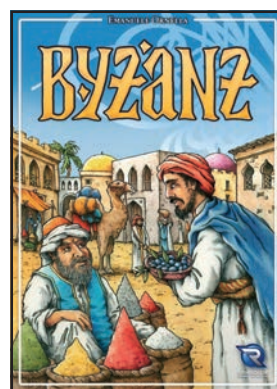
SPOTLIGHT ON



ALTIPLANO

The inhabitants of the Altiplano, the high plateau between the Eastern and Western Andes, need to be creative to develop the scant vegetation and scarce resources. Cultivate the highest yield and prosper by fishing at Lake Titicaca, mining ore in the mountains, breeding alpacas, and actively trading local goods in *Altiplano*. Scheduled to ship in February 2018.

RGS 00807 PI

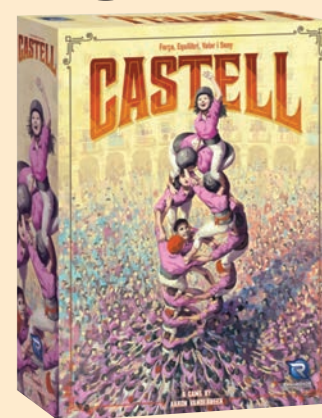


BYZANZ

In the bustling market of Byzanz, bundles of goods are available to savvy merchants. Bid for the best bundles, catch a deal at the main market, and find the right moment to sell the goods you have collected in *Byzanz*! Scheduled to ship in January 2018.

RGS 00802 \$20.00

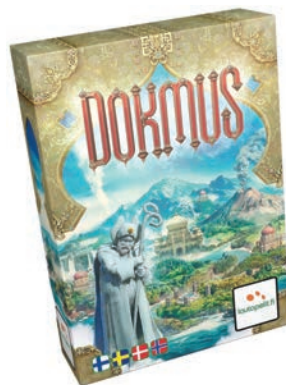
SPOTLIGHT ON



CASTELL

Strength! Balance! Courage! 'Castell' is the vibrant Catalan tradition of building human towers. Crowds of people from all over Catalonia gather at festivals to celebrate Catalan culture and compete to build the highest and most difficult human towers. Visit Catalan cities, expand your team of Castellers, learn tower-building skills, and show off your tower-building prowess at local performances and festival competitions. Harness your strength, balance, courage, and common sense to take your team to victory in *Castell*! Scheduled to ship in March 2018.

RGS 00801\$60.00



DOKMUS

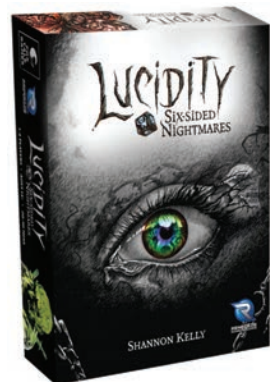
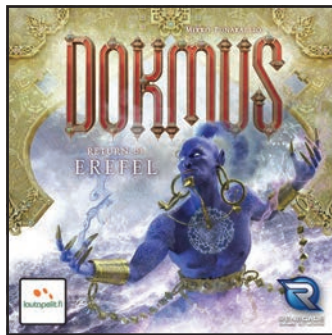
Lead your tribe to glory and become a legend in *Dokmus*! Choose your Guardian, make the right sacrifices, and gain the favor of Dokmus! Scheduled to ship in January 2018.

RGS 00598\$40.00

DOKMUS: RETURN OF EREFEL EXPANSION

One of the original guardians of the island of Dokmus, Erefel was tasked with guiding expeditions through the stormy waters and revealing the way into the dark forests. But he neglected his charge, leading to the expedition's suffering. As punishment, Erefel was banished from the island! To make amends for his transgressions and return to Dokmus, Erefel spent many years trying to find ways to make life easier for the worshippers arriving to the island. In his travels, he discovered a more advanced culture, which had developed roads that would survive even the harsh conditions of the island. An expansion for *Dokmus, Return of Erefel* introduces a new Guardian offering an extra power choice during drafting, plus new, shifting map tiles and scenarios. Scheduled to ship in January 2018.

RGS 00803 \$25.00



LUDIDITY: SIX-SIDED NIGHTMARES

In *Lucidity*, you have the ability to enter the dream world, brimming with vivid hallucinations and horrific monsters! Draw power from the Nightmares that linger there, but don't let them corrupt you - there are other Dreamers seeking power this night, and there's only room for one to escape. Should you become corrupted and turn into a Nightmare yourself, you must hunt down the other Dreamers and consume their power! Scheduled to ship in February 2018.

RGS 00804 \$30.00



FEATURED ITEM

OVERLIGHT



OVERLIGHT: ROLE PLAYING GAME

A fantasy roleplaying game of kaleidoscopic journeys in a visceral, dangerous, and brightly-colored setting, players in *Overlight* search for personal meaning among a fantastic, sometimes violent, and overwhelming world. Scheduled to ship in March 2018.

RGS TBA PI


OFFERED AGAIN

O/A FUSE

Intruders have made their way on to your ship! Their goal: Total Destruction! Twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them in time? You'd better get moving, because this game will self-destruct in 10-minutes... *FUSE* is a real-time, cooperative dice game where players work together to quickly save their ship from impending doom!

RGS 00504 \$30.00






GAMES

Alexander Pfister

Oh my Goods!





Du meine Güter!

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claim Victory?



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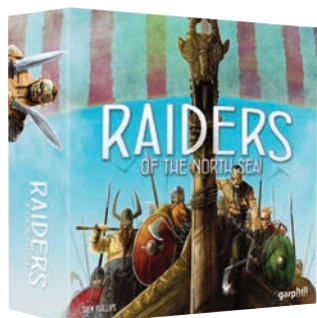





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GTM
JAN
2018
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O/A RAIDERS OF THE NORTH SEA

Set in the central years of the Viking Age, players in *Raiders of the North Sea* are Viking warriors seeking to impress the Chieftain by raiding unsuspecting settlements. They'll need to assemble a crew, collect provisions, and journey north to plunder gold, iron, and livestock. There's glory to be found in battle, even at the hands of the Valkyrie, so gather your warriors - it's raiding season!

RGS 00585 \$50.00

ROGUE GAMES



THE STEW RPG

Sometimes it's best not to ask what's for dinner! Hired by a wizard in search of his legacy, you'll soon discover that a sleepy town isn't all it appears to be. People are missing, mysteries abound, but at least the food's good. *The Stew* is a descent into cooking, legacy, and a strange cult. It's also an adventure that'll leave you craving for a second helping! Scheduled to ship in February 2018.

S2P RGG10101 \$11.99

SMIRK AND DAGGER



NUT SO FAST

In this fast, fun, and frenetic 'nutty reaction' party game, players wait for a group of four matching nut icons on their cards before quickly grabbing the wooden nut token of the same shape! But, watch out! If a number card pops up, players will need to strike a Nutty Pose, instead! Scheduled to ship in March 2018.

PSI SND1001 \$19.95

SPIELBOX

SPIELBOX MAGAZINE #5 2017

Scheduled to ship in January 2018.
IMP SPB20175 \$11.99

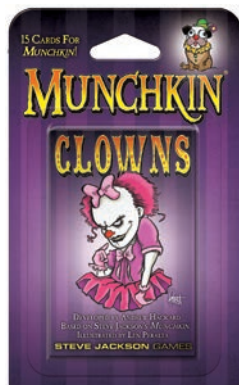
STEAMFORGED GAMES



GUILD BALL FARMER'S GUILD: OLD FATHER'S HARVEST

SFG BFAR-002 \$28.00

STEVE JACKSON GAMES



MUNCHKIN: CLOWNS

Wear your Big Red Shoes and Big Red Nose for Big Bonuses! Fight Poundfoolish with Pound Cake! If you fail, that's it... you're dead! Send in the clowns - then run for cover - as *Munchkin: Clowns* brings you 15 hilarious (and terrifying!) new cards illustrated by Len Peralta for your *Munchkin* games. Scheduled to ship in February 2018.

SJG 4217 \$5.95

SPOTLIGHT ON



MUNCHKIN GIFT PACK

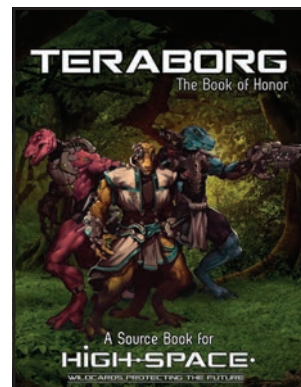
Munchkin Gift Pack includes three hard-to-find *Munchkin* games (*Munchkin Lite*, *Munchkin Grimm Tidings*, and *Munchkin Spell Skool*), already gift-wrapped for your convenience! Also included are five new *Munchkin* cards, illustrated by Len Peralta, and a holiday greeting card! SJG 3936 \$54.95

STORYWEAVER GAMES

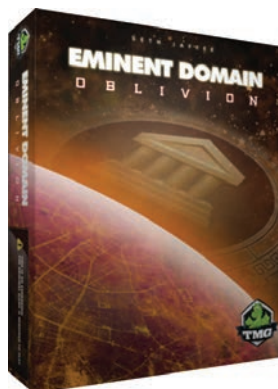
SAVAGE WORLDS RPG: HIGH-SPACE - TERABORG: THE BOOK OF HONOR

Who can resist playing an ultra-tech, cybernetically-enhanced, dinosaur samurai from the future? Give your *High-Space* fans exactly what they've been craving with *Teraborg: The Book of Honor*! The first expansion for *High-Space*, *The Book of Honor* serves as the complete guide to the proud and ancient cybernetic species, the Teraborg, taking players into the secretive worlds of the Iron Clouds, where they'll discover the intriguing secrets of the Teraborg Empire. Scheduled to ship in February 2018.

S2P SWGHSP31 \$14.99



TASTY MINSTREL



EMINENT DOMAIN: OBLIVION EXPANSION

Your empire has grown vast and powerful, reaching beyond every edge of the galaxy. Now you must ensure the ties that bind your planets don't falter. Assert your dominance in the political arena and use your clout to advance your agendas. As your borders expand farther and farther, don't let the ocre of your empire fall into oblivion! *Oblivion* is an expansion of *Eminent Domain*. Scheduled to ship in January 2018.

TTT 5011 \$29.95

TROLL LORD GAMES

5TH EDITION ADVENTURES: ARCHIVES, VOLUME 1

This boxed collection includes six *5th Edition Adventures* (A0 Rising Knight, A1 Assault on Blacktooth Ridge, A2 Slag Heap, A3 Wicked Cauldron, A4 Usurpers of the Fell Axe, and A5 Shattered Horn), the *Codex of Aihre* world setting book, and a full-color, fold-out world map. Scheduled to ship in January 2018.

IMP TLG19315 \$79.99



ULTRA PRO INTERNATIONAL



ASCENSION: YEAR FOUR COLLECTOR'S EDITION

This *Ultimate Collection* of *Ascension's* entire Fourth Year features all 363 cards, and the over-sized Champion cards, crafted with a premium foil finish! Included are *Ascension: Realms Unraveled* and *Ascension: Dawn of Champions*, as well as all the promo's from that year. Premium components include 100% foil cards, a foil game board, a portable storage box, dividers, and an Honor token bag. Scheduled to ship in December 2017.

UPI 10075 PI



MAGIC THE GATHERING: ABACUS LIFE COUNTERS

Scheduled to ship in January 2018.

BLACK
UPI 86702 PI
BLUE
UPI 86701 PI
GREEN
UPI 86704 PI
RED
UPI 86703 PI
WHITE
UPI 86700 PI

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MAGIC

The Gathering

MAGIC THE GATHERING: DOMINARIA

Scheduled to ship in April 2018.

PRO BINDER		V3 PLAY MAT	
UPI 86738.....	PI	UPI 86730.....	PI
STANDARD DECK PROTECTOR		V4 PLAY MAT	
SLEEVES (80) - CARD BACK		UPI 86731.....	PI
UPI 86761.....	PI	V5 PLAY MAT	
V1 DECK PROTECTOR SLEEVES (80)		UPI 86732.....	PI
UPI 86719.....	PI	V6 PLAY MAT	
V2 DECK PROTECTOR SLEEVES (80)		UPI 86755.....	PI
UPI 86720.....	PI	V7 PLAY MAT	
V3 DECK PROTECTOR SLEEVES (80)		UPI 86757.....	PI
UPI 86721.....	PI	V8 PLAY MAT	
PLAY MAT 6FT		UPI 86758.....	PI
UPI 86739.....	PI	V1 PRO 100+ DECK BOX	
PLAY MAT 8FT		UPI 86725.....	PI
UPI 86740.....	PI	V2 PRO 100+ DECK BOX	
V1 PLAY MAT		UPI 86726.....	PI
UPI 86728.....	PI	V3 PRO 100+ DECK BOX	
V2 PLAY MAT		UPI 86727.....	PI
UPI 86729.....	PI		

MAGIC THE GATHERING: MASTERS 25

Scheduled to ship in February 2018.

PROBINDER		V2 PLAY MAT	
UPI 86744.....	PI	UPI 86746.....	PI
DECK PROTECTOR SLEEVES (80)		V3 PLAY MAT	
UPI 86741.....	PI	UPI 86747.....	PI
PRO 100+ DECK BOX		V4 PLAY MAT	
UPI 86743.....	PI	UPI 86748.....	PI
V1 PLAY MAT		V5 PLAY MAT	
UPI 86745.....	PI	UPI 86749.....	PI



MAGIC THE GATHERING: UNSTABLE PLAY MATS

Scheduled to ship in January 2018.

FOREST			
UPI 86713.....			PI
ISLAND			
UPI 86711.....			PI
MOUNTAIN			
UPI 86712.....			PI
PLAINS			
UPI 86710.....			PI
SWAMP			
UPI 86714.....			PI

POKÉMON

Scheduled to ship in March 2018.



SNORLAX 2" ALBUM

UPI 85531..... PI



SNORLAX PORTFOLIOS

4-POCKET
UPI 85528-P..... PI

9-POCKET
UPI 85529-P..... PI



SNORLAX DECK PROTECTOR SLEEVES (65)

UPI 85525..... PI



SNORLAX PLAY MAT

UPI 85527..... PI



SNORLAX FULL VIEW DECK BOX

UPI 85526..... PI



SNORLAX PRO-BINDER

UPI 85530..... PI

UPPER DECK



LEGENDARY DBG: CHAMPIONS EXPANSION

Expand your *Legendary* experience with a new generation of Marvel heroes! Taking inspiration from Marvel's 2016 run of *Champions* that was born from the events in the wake of *Civil War II*, *Legendary Champions* brings 100 new cards to the *Legendary Deck-Building Game*, including five new heroes, two new villain groups, and two new masterminds. Scheduled to ship in February 2018.

UDC 89179..... PI



VS SYSTEM 2PCG: SHIELD VS HYDRA

Nick Fury! Black Widow! Sam Wilson as Captain America! Captain America as Hydra's Supreme Leader! The Red Skull! Cosmic Cubes! Hail Hydra! Featuring over 200 playable cards across eight different team factions, the *S.H.I.E.L.D vs HYDRA* expansion for the *VS System 2PCG* takes cues from Marvel's broad-spanning, deeply rooted *Secret Empire* story arc and introduces new teams, mechanics, and characters.

UDC 89024..... PI

U.S. GAMES SYSTEMS



WIZARD CARD GAME (100% PLASTIC)

In this ultimate game of trump, winning tricks is the easy part. The real challenge is predicting how many tricks you will take. To score points, players must win the exact number of tricks they bid. Winning too many (or too few) means losing points. This edition of the Wizard Card Game features extra-durable plastic cards designed for easy handling and are washable.

UGS PLWZ5 \$9.95



NAPOLEONIC FRENCH STARTER ARMY (WATERLOO CAMPAIGN)

WLG 309912005 PI

BOLT ACTION



SOVIET 82MM MEDIUM MORTAR TEAM (WINTER)

WLG 403014002 PI



SOVIET HQ (WINTER)

WLG 403014003 PI



SOVIET MAXIM MMG TEAM (WINTER)

WLG 403014001 PI



SOVIET ZIS-2 ANTI-TANK GUN (WINTER)

WLG 403014004 PI



SOVIET ZIS-3 DIVISIONAL GUN (WINTER)

WLG 403014005 PI



NAPOLEONIC BRITISH STARTER ARMY (PENINSULAR CAMPAIGN)

WLG 309911006 PI



NAPOLEONIC BRITISH STARTER ARMY (WATERLOO CAMPAIGN)

WLG 309911005 PI



NAPOLEONIC FRENCH STARTER ARMY (PENINSULAR CAMPAIGN)

WLG 309912006 PI

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KONFLIKT 47



JAPANESE ASSAULT EXO SKELETON SQUAD

WLG 452211204 PI



JAPANESE INFANTRY WITH COMPRESSION RIFLES

WLG 452211201 PI

WHY NOT GAMES



ROCKET AGE RPG

The *Rocket Age RPG* core rulebook features everything you need to blast off into a world of interplanetary adventure from the Golden Age of sci-fi. In a universe where in 1931 Einstein, Tesla and Ray Armstrong (replacing Goddard who fell ill) rode the first rocket ship to Mars, the solar system is populated by strange and wondrous alien peoples, and adventure is never far away! Powered by the *Vortex System*, it's packed to the hilt with all the rules, setting information, and game ideas to keep you playing throughout your very own rocket age! Scheduled to ship in January 2018.

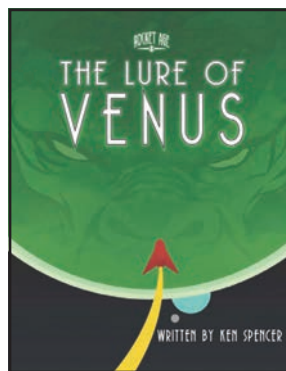
S2P CB71650 \$39.99



ROCKET AGE RPG: BLOOD RED MARS

The red sands of Mars are stained dark with the blood of conqueror and conquered, of explorer and savage beast, of alien and native, alike. Mars, the Red Planet, named for some long-dead Earthling god of war, has lived up to its namesake. Armies march, archaeologists battle the traps of Ancient Ruins, and warbands of the native Chanari raid the towns of the civilized castes with impunity. Life on Mars is one of conflict, of gun and blade, of bow and fang. In *Blood Red Mars*, a sourcebook for the *Rocket Age RPG*, you'll find a complete gazetteer of the alien world, listing its major cities, principalities, physical features, and geographic regions, along with story hooks and example characters for each, plus information and rules for the (often deadly) flora and fauna of Mars. Scheduled to ship in January 2018.

S2P CB71651 \$29.99



ROCKET AGE RPG: THE LURE OF VENUS

Venus. The Emerald Planet. A planet of unimaginable wealth, power, freedom, fame, adventure - and immortality. Can you escape its lure, or will you fall victim to its dangers? The steamy jungles of Venus hide all manner of mysteries - and dangers - beneath their thick canopies, from ancient cities to deadly flora and fauna. A sourcebook for the *Rocket Age RPG*, *The Lure of Venus* contains a complete gazetteer of the alien world, including an in-depth look at Venusian Concordats and the planet's many colonies, as well as details the savage Venusian's high-tech forebears, the Erisians, and all manner of nasty wildlife, new equipment, and occupations. Scheduled to ship in January 2018.

S2P CB71654 \$29.99



ROCKET AGE RPG: TRAIL OF THE SCORPION

Introducing six new adventures for the *Rocket Age RPG*, *The Trail of the Scorpion* also contains complete write-ups of three new organizations, including the Red Scorpion crime syndicate and its machinations, along with plot hooks, new weapons and equipment, and even some strange new creatures to encounter. Scheduled to ship in January 2018.

S2P CB71653 \$24.99

WIZARDS OF THE COAST

SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: DUNGEON TILES REINCARNATED

Infinitely expandable and easy to set up, these full-color, customizable terrain tiles come with evocative terrain art featuring dungeon rooms, corridors, caverns, tunnels, grasslands, ruins, city streets, and other terrain elements that Dungeon Masters can use to build exciting encounters. Each set comes with 16 double-sided sheets of dungeon-themed terrain tiles.

CITY WOC C49110000 \$24.99

DUNGEON WOC C49130000 \$24.99

WILDERNESS WOC C49140000 \$24.99

WIZKIDS/NECA



WZK 73285 \$49.99

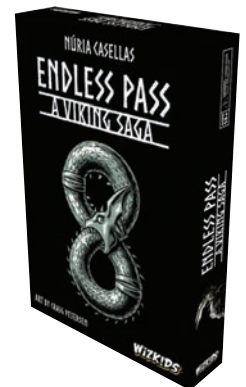
A'WRITHE: A GAME OF ELDRITCH CONTORTIONS

A twisted twist on *Twister*, players in *A'Writhe: A Game of Eldritch Contortions* are cultists attempting to summon Great Old Ones to our plane. To do this, they must instruct their deity, with great veneration, to place an appendage on top of an Arkham landmark to complete a specific pattern. The problem is that it's nigh impossible to have one Great Old One form this pattern by itself - that's why if another deity is touching any parts of your pattern you can use that appendage to complete your own! Scheduled to ship in April 2018.

ENDLESS PASS

Eternal glory and Valhalla await in the *Endless Pass*! In this epic Viking Saga, players battle the scaly Endless in their quest to gain glory and passage into Valhalla. But, while The Pass is treacherous, it's also lined with weapons and runes to aid in defeating, evading, or defending against the Endless, as well as healing yourself. However, those Endless that aren't destroyed continue to plague other Vikings as they walk The Pass! Scheduled to ship in April 2018.

WZK 73286 \$24.99



WIZKIDS™

FURY OF DRACULA

Keep an eye out for this upcoming release from WizKids! More details will be made available soon at WizKids.com.

WZK GAW01PI



LETTER GO!

Write! Play! Draw! Panic! In *Letter GO!*, players write words on their whiteboards using the available letter cards, but they only score points for the cards they're able to claim before their opponents. Words only score if the player follows the ever-changing and zany *Letter GO!* rules. Scheduled to ship in March 2018.

WZK 73284\$29.99



FEATURED ITEM

WIZKIDS™

HEROCLIX®

MARVEL HEROCLIX: AVENGERS INFINITY COLOSSAL BOOSTER BRICK (10)

Featuring classic Avengers like Thor, Hawkeye, and Jack of Hearts, as well as many space-centric teams like Adam Warlock, Drax, and Gamora of Infinity Watch, Guardians of the Galaxy in their origin stories like Star-Lord and Rocket Raccoon, and Spaceknights with Javelin and Terminator, *Marvel HeroClix: Avengers Infinity* travels through space and time to find the most powerful beings in existence! Plus, look for all-powerful cosmic beings like Eternity and Living Tribunal, characters like Devil Dinosaur & Moon Girl, and awesome vehicles like the Spider-Buggy! And, for the first time ever, *Marvel HeroClix: Avengers Infinity* contains four standard-size figures and a 2x2 Clix Base figure in EVERY booster! Featuring over 75 new figures to collect and play, *Marvel HeroClix: Avengers Infinity* is introduced in 10-count booster bricks. Scheduled to ship in May 2018.

WZK 73147\$159.90

MARVEL HEROCLIX: AVENGERS INFINITY DICE AND TOKEN PACK

The *Marvel HeroClix: Avengers Infinity Dice & Token Pack* contains two custom dice featuring a custom icon and six action tokens showcasing popular Marvel characters. Scheduled to ship in May 2018.

WZK 73152\$9.99

MARVEL HEROCLIX: AVENGERS INFINITY FAST FORCES

Black Panther! Iron Man! Hawkeye! Colossal Giant-Girl! Avengers assemble in the *Marvel HeroClix: Avengers Infinity Fast Forces*, featuring six iconic figures with all-new dials, ready to play in numerous combinations. Scheduled to ship in May 2018.

WZK 73150\$19.99

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SPOTLIGHT ON



PATHFINDER BATTLES: JUNGLE OF DESPAIR BOOSTER BRICK (8)

From playful Pixies, deadly Serpentfolk, and the King of the Jungle, himself, *Pathfinder Battles: Jungle of Despair* provides a legion of high-utility monsters and heroes suitable for any fantasy roleplaying campaign. Featuring 44 figures to collect and play, *Pathfinder Battles: Jungle of Despair* is introduced in 8-count booster bricks. Scheduled to ship in May 2018.

WZK 73275\$127.92

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RELIC

Keep an eye out for this upcoming release from WizKids! More details will be made available soon at WizKids.com.

WZK GAW02.....PI



FEATURED ITEM

STAR TREK™

ATTACK WING

STAR TREK ATTACK WING: FACTION PACK - THE ANIMATED SERIES

This faction pack for *Star Trek: Attack Wing* introduces a fleet of four ships from *Star Trek: The Animated Series*! Scheduled to ship in July 2018.

WZK 73293\$29.99

STAR TREK ATTACK WING: INDEPENDENT FACTION PACK A MOTLEY FLEET

This faction pack for *Star Trek: Attack Wing* offers a fleet of four Independent ships - an Andorian Battle Cruiser, a Maquis Raider, a Vidiian Battle Cruiser, and a Dauntless Class! Scheduled to ship in June 2018.

WZK 73292\$29.99

STAR TREK ATTACK WING: MIRROR UNIVERSE FACTION PACK - THE KELVIN TIMELINE

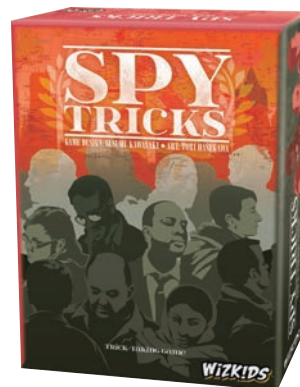
This faction pack for *Star Trek: Attack Wing* features a fleet of four Mirror Universe ships - two Kelvin Timeline Constitution Class and two Kelvin Timeline Klingon Class ships! Scheduled to ship in April 2018.

WZK 73289\$29.99

SPY TRICKS

Put your espionage skills to the test with *Spy Tricks*! In this trick-taking game of wagering and deduction, players portray spies from various countries seeking to guess the contents of secret documents. Scheduled to ship in March 2018.

WZK 73282\$19.99



WIZKIDS™

WARHAMMER 40,000 DICE GAME

Keep an eye out for this upcoming release from WizKids! More details will be made available soon at WizKids.com.

WZK GAW03.....PI



WIZKIDS MINIATURES: FANTASY TERRAIN - PAINTED POOLS & PILLARS (SET 1)

Add dynamic scenery to your tabletop game or collection with WizKids' newest painted miniatures release - *Fantasy Terrain: Pools & Pillars*. This boxed set contains 24 beautifully crafted miniature figures featuring an assortment of pools, pillars, and pressure-fit accessories. Customize your scenes with interchangeable, pressure-fit parts like torches, banners, or a mounted deer head. Scheduled to ship in March 2018.

WZK 73050\$39.99

WYRD MINIATURES



MALIFAU: NEVERBORN ALT HUNGERING DARKNESS

Scheduled to ship in December 2017.
WYR 21068\$35.00

ZAFTY GAMES

HINTEGERS

The Category is 'Games'; The Hint is 'Dice'; What number am I thinking of, one through 10? A social game of number crunching, players in *Hintegers* provide a one-word hint related to their category, and secretly select a number, one through 10. The other players then play a card trying to match the number. Stumped? Use a lifeline! Scheduled to ship in January 2018.

IMP ZAF1030\$19.98



MALIFAU^X 2E



WYR21069 - Alt. Nekima - \$35

WYR21068 - Alt. Hungering Darkness - \$35

CORVUS BELLI INFINITY



HOLY ORDER OF THE HOSPITALLER KNIGHTS OF SAINT JOHN OF SKOVORODINO

AN ARTICLE BY JUAN "HELLLOIS" LOIS.

The Hospitallers are the most powerful and influential Sacred Military Order of PanOceania, with their base in the incredible Fortress-Monastery of Skovorodino, on the inhospitable planet of Svalarheima.

These warrior monks, authorized by his Holiness the Pope, are one of the pillars of the PanOceanian military forces. Specialized in high risk rescue missions, it is their duty to always be prepared when needed, which will always be in the darkest hour.

The new Hospitalier Knights box comes like a heavenly blessing. Four incredible knights, which give the PanOceanian Military Orders Sectorial an even more awesome factor due to their looks, charisma and hardness on the table.

With this box we will have all the profile and weaponry options for the Hospitalier Knights. We can have a HMG Hospitalier, adding devastating firepower; a Doctor Hospitalier, a tough specialist, a MULTI rifle Hospitalier, adding versatility to the list thanks to the multiple ammo options of the weapon, and a Boarding Shotgun Hospitalier, ideal for when things get close and personal.

Some months ago Joan of Arc was released, the great PanOceanian Hero, which will be the perfect option to command a Fireteam:Core of Hospitalier Knights. A group that can adapt to any combat situation.

Another great addition, to complete our force of Hospitallers, is to add the Crusader Brethren with MULTI Rifle+Light Flamethrower. With Airborne Deployment, reaching any part of the table will pose no problem, also meaning an unpleasant surprise for our opponent.

A Military Orders list will not be complete if we do not include Order Sergeants, who will supply Orders to our pool, we will have access to specialists, also they are perfect troops to cover our Deployment Zone's flanks thanks to their Auxbots with Heavy Flamethrowers, they will make the enemy think twice before treading on our lines.

And to complete the coolness factor and add a cherry on top, field a Seraph, a TAG that gives a bit of toughness to the list. With a Spitfire and an Auxbot it will be our Death Seraphim.

No doubt, the Military Orders is a Sectorial that does not disappoint, with great charisma and a stunning miniatures range. If you have the courage and bravery needed, join in the Military Orders.





FOR GLORY ♦ FOR YOU



HOLY ORDER

OF THE HOSPITALIER KNIGHTS



CORVUS BELLI
INFINITY

NEW KNIGHT HOSPITALIER BOX COMING TO YOU IN FEBRUARY 2018



Cheapass Games Presents NINE VIRTUES

A new PAIRS game for 3 to 6 players

Cheapass Games is pleased to present a full year of new PAIRS variants, starting with this simple bidding and collecting game called **Nine Virtues**. You can play this game with any PAIRS deck, but we created it for the **Muses** deck by Phil and Kaja Foglio.



Background: The Nine Muses of the Old World were crafted as courtly educators and advisors, always on hand to help the young princes and princesses reach their full potential. "Nine Virtues" is a card game about excelling in all the best aspects of life.

In the game of Nine Virtues, players try to collect hands of the most valuable virtues, and to take pride in owning them. But the greatest risk is to claim a virtue you do not possess!

The game is played in rounds, with each player dealing once.

Players: 3 to 6.

Equipment: Any PAIRS deck and a way to keep score.

Each Round: Shuffle the deck and deal a hand of six cards to each player. Then deal *two cards per player* face up into the center of the table. For example, if there are five players, deal ten cards face up in the center.

Turns: Play starts on the dealer's left and proceeds clockwise. On your turn, you must do one of the following:

Bid: Take a card from the middle of the table and keep it face up in front of you. This is called "taking a bid."

Exception: The 1 is wild, and *can't be taken as a bid*.

Swap: Exchange a card in your hand with a card in the middle. The card you take goes into your hand.

Kill: Choose any card in the center and discard it. You cannot do this until each player has had one turn.

The round ends when there are no cards left in the center.

Scoring: The player who holds the most cards in each rank scores points equal to that rank. For example, you will score four points if you hold the most fours. (*Bid cards are not in your hand.*) If there is a tie, all tied players score the full value.

Calling the 1: Before scoring begins, the player who holds the 1 must declare what rank it will become. It is important to do this *before players reveal their hands*.

After this, go up through the ranks and determine who has the most of each. You can set cards aside to tally your score.

Bids: Each bid you make is a claim that you will hold the most cards of that suit. If you have the most (or are tied for the most), then each bid card is worth its face value. If you were wrong, then each bid is worth *negative points*.

If no one holds any cards of the bid rank, then all players are tied at zero. They score zero points for cards in their hands, but bids in that rank are worth their face value.

Final Score: A full game is one round for each player. The player with the highest total score wins.

Do you love PAIRS?

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Full contents not shown.

WAY 熊貓 OF THE PANDA

RECLAIMING THE HOMELAND



WAY OF THE PANDA

COL WPA001 PI | Available Q1 2018!

Centuries ago, the land of Xian was one of the richest and most beautiful parts of the Panda empire. However, that's only a memory now, kept alive through stories and tales passed down through the generations. Long ago, human ninjas occupied the region with a non-stop campaign of pillaging and plundering. The panda inhabitants had no choice but to flee. But now there's a new Emperor sitting atop the Black Lotus Throne, and he'll not allow this outrage to continue! The time has come to fight back and reclaim your land!

In *The Way of the Panda*, players take control of a panda clan trying to liberate their ancient territory and rebuild their once-glorious cities. The clans of the White Fist, Yellow River, Night Lily, and the Sand Fox all have the same goal of ousting the human invaders, but only one will gain enough victory points to earn the favor of the Emperor and win the game.

The land of Xian is covered with locations connected by an intricate system of roads. To reclaim the region, players have to deploy their Guards strategically to defeat the humans and reconstruct the buildings. Each clan is led by three champions: the Monk, the Warrior, and the Governor. These champions have actions associated with them that players can build their strategy around.

The Way of the Panda is played over a series of rounds, broken up into individual turns. Each turn, players select an action on the Action Board, then place Guards and spend Action points to pay for it.



The Action Board is a grid of the different possible moves a player can make. It's here where most of the difficult decisions in the game take place. Each column refers to actions related to one of their Champions, with a fourth column representing wild actions that can be performed by any of the Champions. Each successive row down the grid represent more and more powerful actions. The further down players choose to go, the more powerful the move they can make, but the more Action Points it costs to execute.





Actions can be used to move Champions around the board, develop their strength and complete quests, or to construct new buildings. Once a player has selected an action, all future actions must be further to the right or lower down on the grid. This limitation forces players to be patient and plan their moves accordingly. They must take simpler actions to begin a round, setting themselves up for a big move at the end. Speed and risk-taking are not the ways of the panda. Players continue to take actions until they run out of Guards or Action Points, or they decide to pass. Once everyone has passed, players regain Guards deployed on the Action Board and Action Points, and prepare for the next round.

As the different clans regain control of the roadways in Xian, they'll be able to start construction in the various locations. Monks build Gates, Governors build Markets, and Warriors build Pagodas. Each time a new building is placed, the active player receives points. Once the three building types have been constructed, they are exchanged for a City Base. City Bases show the progress a location has made, but construction can continue on those sites. Each City Base has a spot for a Gate, a Market, and a Pagoda, and if all three are built again, the location becomes a Capital.

The Way of the Panda ends when either the fifth City Base is placed on the board, the last Building is constructed, or a second Capital is built. Players earn points throughout the game for constructing buildings and get victory points for how strong their Champions have become and the Quests they've completed. Peace will fall over Xian, with the land returning to its rightful owners, but only one clan will take their place at the side of the Emperor.

The Way of the Panda will be available in Q1 2018 at your FLGS.

...

Sean Jacquemain is the Marketing Coordinator for CMON and Managing Editor and photographer of *The Daily Worker Placement* blog.



CASTELL



CASTELL

RGS 00801 \$60.00 | Available March 2018!

Castell is the vibrant Catalan tradition of building human towers. Huge teams of people from all over Catalonia gather at festivals to celebrate Catalan culture and compete to build the highest and most difficult human towers. In this strategy game, you will guide your Castell team through a year of competitive festivals. Visit Catalan cities, expand your team of Castellers, learn tower-building skills, and show off your tower-building prowess at local performances and festival competitions.

Harness your strength, balance, courage, and common sense to take your team to victory!

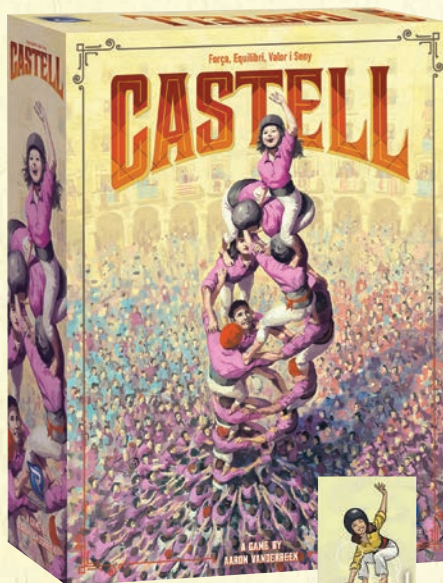
THE CASTELL TRADITION

The Castell tradition is approximately 400-years-old, and in the past 50 years has exploded in popularity as an expression of culture and a competitive sport. These days teams of hundreds of people ('Castellers') will train, year-over-year, to perfect the construction and deconstruction of impressive human towers, which are displayed at local events or competitions during festivals. The competitions are becoming well-documented with dramatic imagery and historic records being broken, though the impressive feats are largely missed by most of the world. Through a combination of research and help from some Catalan board gamers, we've put together a well-crafted game that presents the Castell tradition in a fun and accessible manner.

Ossi Hiekkala, the illustrator, has meticulously crafted the art to be truly representative of Castell towers and the Catalan cities in the game. As an experienced board game illustrator, he was deftly able to capture the modernity and tradition that is embodied by the practice of Castell with a bright color palette and attention to architectural detail.

BUILDING YOUR TOWER

Each player starts the game with a team of Casteller tokens, which may be organized into a tower based on some basic building rules. Through the course of 10 turns, each player adds Castellers to their team and taking a skill. Skills allow the player to bend the basic building rules to make even more impressive towers. Train your 'Balance' skill so you can build a higher tower, or the 'Strength' skill so your Castellers can support heavier levels of the tower. Every turn the player's tower capabilities grow stronger, and with many opportunities to perform, the player must decide which scoring opportunities that will show off their current best tower.



There are two ways in which the player may use their Castell team to score points — Local Performances and Festivals. Any player may compete in a Local Performance at any time as long as they're in the right city and can make the pictured tower with their Castellers. Festivals occur at the conclusion of a specific round, and are worth more if multiple players participate in the same festival. Participating in a festival means getting a score for your tower, which is based on the height and how well you meet the requirements of the festival. Players keep track of the best tower score throughout the game, so each player is encouraged to figure out which festival is going to be most opportune to get a massive tower score.

TOWER COMPETITIONS

THEMATIC EXPRESSION

The makeup of Casteller tokens, skills, and game length were catered as such that the ultimate towers built in the game are very close in composition to the most impressive towers in real life. The highest Castell tower ever made is 10 levels high. This achievement can be recreated in the game, but it's quite challenging! There's an immense amount of variation in how towers are composed, which the players can explore with different combinations of skills.

LOCATION, LOCATION, LOCATION

All of the elements players want in the game are linked to locations. Castellers, skills, performances, and competitions are all tied to the various Catalan cities, so each turn will have the player finding the optimal path for increasing their tower capabilities while being present for the best scoring opportunities. This gives players a sense of strategic deduction without being overwhelming. With a few random setup elements, Castell feels like a new puzzle every time.

A CULTURE WORTH CELEBRATING

In 2010, Castell was deemed by UNESCO to be amongst the Masterpieces of Oral and Intangible Heritage of Humanity. This incredible sport stands out as a tradition that celebrates inclusiveness and collective growth. *Castell* introduces fans to this unique activity with award-winning mechanics, strategic gameplay, and compelling art.

...

Aaron Vanderbeek is a veteran video game designer living in San Francisco and the designer of *Castell*. He is an avid world-traveller and board game enthusiast, always on the lookout for the next great theme to share with the world. He was also awarded the 2017 Cardboard Edison award, and was a finalist in the 2017 Hippodice design competition for *Castell*.



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THE GOOD THE BAD AND THE BOT



RAIL RAIDERS INFINITE: THE GOOD, THE BAD, AND THE BOT
NJD 020202 \$29.95 | Available March 2018!

The Good, The Bad, and The Bot is a lowdown, no good, spaghetti-flying expansion for *Rail Raiders Infinite*, an immensely fun and easy to learn board game with chibi-style miniatures. *The Good, The Bad, and The Bot* introduces two new Raiders, John Grizzly and Pancho Perfecto, to plunder *The Interstellar Express* of its precious loot. But, their banditry won't go unopposed. The C.O.W. (Congress of Worlds) Cavalry has arrived with brand-new Lawbots eager to enforce justice — Cavalry Captains and Cavalry Soldiers. *The Good, The Bad, and The Bot* also includes the shiny Legendary Lawbot, Lt. Deadeye, and along with its model cargo, you'll find new cards for your High Noon, Loot, and Long Arm of the Law decks, four new train cars, and an additional five dice, allowing you to increase the number of players for your games of *Rail Raiders Infinite*!

Pancho Perfecto is an outlaw renowned as much for his fighting prowess as he is for just plain meanness. Born and bred on the rough streets of New Valencia, a backwater space port known for seedy characters and shady dealings, the young Pancho never had it easy. At the tender age of 14, Pancho started his own gang, the Sombrero boys, who began robbing some of the best-protected ships from the most dangerous gangs in the sector. After years of successful looting and plundering, Pancho and his gang were wanted in over 15 systems for over 200 counts of stellar banditry, robotic dismembering, zapping of a peace officer, crass language, and general no-good behavior. Having escaped custody from Lawbot officials on two separate occasions, the last one during the middle of a trial, Pancho Perfecto has taken to working alone, targeting lucrative train routes and always looking for the big score. With his trusty Ionic revolver and carbon tritanium machete, Maria, this desperado of the stars won't rest until he makes his fortune or is put down for good.



A man of few words and even fewer wasted actions, John Grizzly is one of the few outlaws in the galaxy who can claim that his heists on C.O.W. shipments are just a way of evening the score. A distinguished veteran of the Uridian border wars and the second hyperspace engagements, Grizzly served the galactic Congress and all systems under their jurisdiction with honor and courage. He also earned several medals, both

for bravery and injury during service, the latter after losing an eye to a stray blaster bolt in a skirmish with the Flaxian lunar cavalry. After his war tours, John wandered the space frontier, checking up on old platoon mates and former enemies alike, and found most soldiers had fallen on hard times. Overcome with a fierce need to help those who had given so much in the causes of various star systems, John began taking part in dangerous space rail heists for big loot, sending the majority of his earnings to his sister Laura, who runs a veteran's home at the colony of Bethany VII. With courage and dedication forged by years of battle, John once again takes up arms for a cause in which he believes.

As one of the few remaining first generation Lawbots currently still serving C.O.W. security forces, Lt. Deadeye is nothing less than a living



legend. With an impeccable service record as well as a sterling reputation for taking down bandits (alive the majority of the time), Deadeye is as feared by criminals as he is respected by law-abiding citizens. Beginning his life as a standard Tinstar, Deadeye consistently performed his duty to protect shipments across the space rails with honor and distinction, sometimes being the only Lawbot left standing. After decades of service and years of periodic software upgrades, Deadeye developed a distinct personality. Calm under pressure with a surprisingly sharp wit, Deadeye's heroic exploits

impressed C.O.W. officials enough to promote him to the rank of Lieutenant and grant him an experimental software upgrade, the Bullseye protocol. This software upgrade enhanced his sharp-shooting precision exponentially. Deeply devoted to maintaining order and security on his route, Lt. Deadeye demands nothing less than tireless vigilance from himself and his subordinates, inspiring even the newest Tinstar Deputies to perform above specifications.

In *Rail Raiders Infinite*, players assume the role of one of six unique raiders. Jumping from car to car in search of precious loot, players encounter Lawbots bent on stopping them in their tracks. Using unique abilities and sharp-shooting quick rolls with the game's custom poker dice, players work collaboratively or competitively to destroy the bots. Following poker-inspired rules for combat dice rolls, the player who scores the

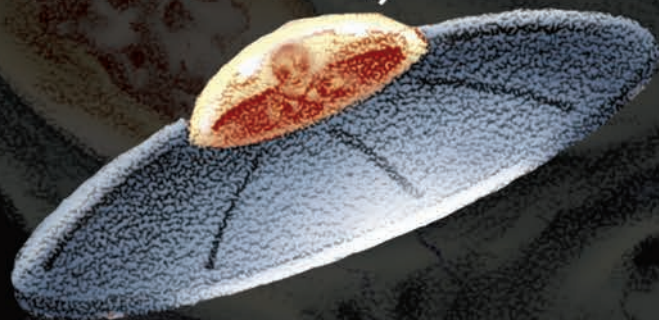
highest hand wins the roll and brings in the dough. As players profit double-dollars, it becomes an all-out showdown to snag the most booty before the train makes it to the station.

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Lawrence Jones is the Marketing Manager for Ninja Division Publishing, LLC. An avid fan of martial arts and gaming, he is right at home with the Ninjas.



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ARGH

ANIMALS REVOLT AGAINST HUMANS

ARGH

PSI DGAR01 \$19.99 | Available January 2018!

Coming in January 2018, *ARGH* (Animals Revolt aGainst Humans) is a game for 2-4 players, ages 8+, with a playing time of 15-minutes. Players embody a rebellious group of critters competing with one another to assemble the most bad-assed group of revolutionaries in their never-ending struggle for freedom from the tyrannical humans.

The over-sized cards represent a wide variety of furious furry hooligans, including spies that'll sell you out to the human overlords. These cards are shuffled into three decks, each containing a piece needed to manufacture a devastating bomb that will instantly win you the game if you manage to acquire at least two. Each player also receives a quick-reference card which is helpful in keeping track of what cards might remain in any given deck.

On your turn, you can perform one of two actions: pick a card from one of the three decks, or steal a face-down card from another player. If you choose to draw a card, glance at the card and decide whether to either place it in your team, face-down, before you, or offer it face-down to another player. If that player accepts the card, they place it face-up on their team, for better or for worse. If they refuse, you must place the card face-up onto your team.

Alternatively, you may choose to steal a face-down card from another player without first looking at it. Either action ends your turn.

If at any time a player acquires two pieces of the bomb, the game ends immediately and that player is declared the Supreme Commander of the Glorious Revolution, having assembled the Ultimate Weapon that'll inevitably lead to the liberation of their ken and kin. Otherwise, play continues until one of the three decks is emptied. Finish up the turn and then flip over any face-down cards. If no one managed to acquire two pieces of the bomb, count up the points of each player's team members. The player with the most powerful group wins the game.

Included in this issue of *GTM* are three exclusive promo cards to add even more variety in your attempts to take out the human despots. Add each promo card to the respectively colored deck, shuffle the decks, and secretly remove one card from each deck like you would routinely do at the beginning of the game.



THE SPIDER

The wise old Spider is a master strategist. Nothing escapes her web of informants, allowing her to accurately consider the possible gains and consequences of every decision she makes.

If you have the Spider in your team, you'll earn 1 point for each star card (including bombs) that you have in front of you at the end of the game.

THE TWIN BROTHER

Whereas his sister would rather "lovingly squeeze" your revolutionary comrades into submission, the Twin Brother is more prone to subjecting them to his dastardly experiments.

Having the Twin Brother on your team at the end of the game will score you -1 point. If you also manage to have his sister, score -3 points!



THE REPORTER OWL

The Reporter Owl is constantly on the look-out for interesting bits of information that he can pass on to his comrades-in-arms. Even the most innocuous detail can prove crucial to The Struggle.

When you reveal the Reporter Owl, you may look at one of the cards that were secretly discarded from each deck at the beginning of the game.

ARGH is an easy-to-learn game of bluffing and deduction, and you can fight the entire revolution in under 15-minutes. The cards' illustrations are a pleasure to behold and the fact that they're oversized makes it easy to appreciate each and every one.

Download the complete rulebook at: <http://dudegames.us/argh>

...

When he isn't trying out new board games, Alex Seliger spends most of his day looking confused and typing commands into a terminal window. Teen Titans Go!, Creemore Ale, and goofing around with his family all rank highly on his "bestest things ever" list and he absolutely does NOT have a Pinterest account.



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RAYGUNS AND ROCKETSHIPS

RAYGUNS AND ROCKETSHIPS

IDW 01080 \$74.99 | Available Now!

This is really one of those games where the name says it all! Immediately evocative of the Golden Age of Science Fiction, *Rayguns and Rocketships*, a skirmish game for 2-4 players, is an homage to everything great about one of my favorite eras in art and prose.

In *Rayguns and Rocketships*, you'll take control of one of four factions zipping around the map in a custom spaceship loaded with your captain and crew. Each faction plays differently with their unique strengths and weaknesses. Combat occurs in both ship-to-ship form and hand-to-hand, as well, as you have the ability to launch your Astro Rangers into space and board a combatant's ship!

Designer Scott Rogers has developed an innovative dueling system that's incredibly thematic and pleasing, as players attack and parry like fencers trying to score a winning blow, and, of course, if the laser sword fails you've always got your pistol for back up!

Each player has their own Spaceship board that they'll crew up, so there's an element of worker placement in deciding whether to man their guns or power their engines (until they get boarded and it all goes sideways). Meanwhile, plastic ship miniatures navigate around a shared Space map which can be customized with different obstacles and goals.

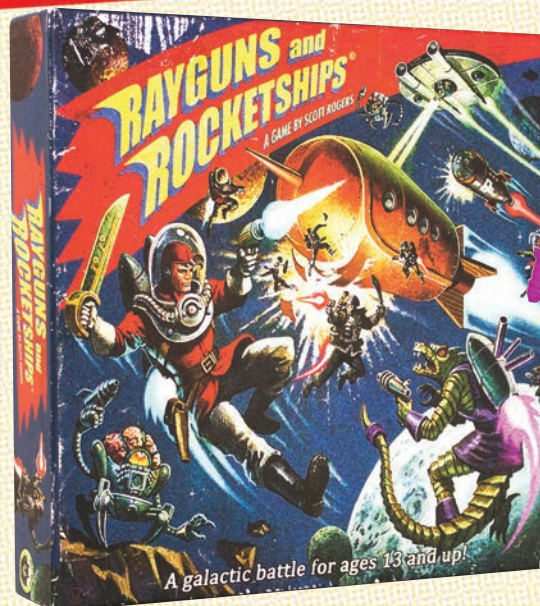
The game works as both a free-form skirmish exercise, or played with different goals and scenarios, completely changing how players plot their moves. One of my favorites is a quest that sees you chasing space pirates through an asteroid belt in pursuit of stolen technology. It's a thrilling experience that completely spins certain portions of the game on their head.

But enough from me, here's game designer Scott Rogers on his experience creating *Rayguns and Rocketships*:



"I remember when the inspiration for *Rayguns and Rocketships* hit. I was talking with my friend Hardy about *Star Wars* video games. We both worked in the video game industry and I am a huge *Star Wars* fan. I was lamenting that I had never worked on a *Star Wars* game and how much fun I thought it would be to make one. Hardy, who never has patience for anyone who works to make someone else money, looked at me and said 'Who needs *Star Wars*? Make your own *Star Wars*.'"

Rayguns and Rocketships blasted into existence as a big-budget action video game. The problem was it was 2006 and the "make-it-yourself" part - which eventually became the Indy video game revolution of 2008 - was still a couple of years away. Back then, if you wanted to make a video game, you needed a big-budget. And a studio. And a team of developers. I had none of these things.



IDW
GAMES



What I did have was a drawing of a spaceman holding a sword and a raygun with the title "*Rayguns and Rocketships*" posted next to my desk. I would look at that picture while I worked on licensed kids games and I would dream.

Then one day, like a rocketship from outer space, inspiration hit me again. I didn't need a big budget or a studio or a team to make my game. I could make *Rayguns and Rocketships* as a board game! I went to work, rendering cards, hand-cutting rocketship play mats, and creating the captain and crew miniatures cobbled together from customized figures. I took my hand-made prototype to GenCon So. Cal. and play-tested it that entire weekend. It was a massive success! I received lots of great feedback and solved several problems. For the next few years, I play-tested the game over and over with friends and family, and at as many conventions as I could attend.

In 2015, I attended my first mid-west GenCon with my copy of *Rayguns and Rocketships* under my arm. One of the companies I met with was IDW Games. They were genuinely enthusiastic about the game and signed on for the project. Working with them has been a real pleasure - they "get" the game and its pulp science fiction-inspired universe. I look forward to when *Rayguns and Rocketships* finally arrives for the world to enjoy. And, who knows, maybe it'll provide someone some inspiration for you, as well."

[Ok, I've got a little more to say!]

It's great when a publisher and designer share the same vision. From picking the artist (the amazing Ron Salas) to choosing icons and designing card templates, Scott and IDW have been working, hand-in-hand, to bring this title to life. We want *Rayguns and Rocketships* to feel like a magical relic you uncovered in the corner of your attic, mired in dust and more than half forgotten. But, in an age of growing competition, we also want the mechanics to be tight, innovative, and engaging. With almost daily meetings between our team and Scott, the final product should hit that balance of nostalgia and groundbreaking ingenuity that we're zeroing our sights on.

...

IDW Games Team. San Diego Game Company is ready for adventures in SPAAAAACE with *Rayguns and Rocketships*. Designer Scott Rogers is a Lead Designer at Spaces, a company creating Virtual Reality Experiences.

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CELEBRATING A
DECADE OF
CUTTHROAT CAVERNS



CUTTHROAT CAVERNS: DEATH INCARNATE

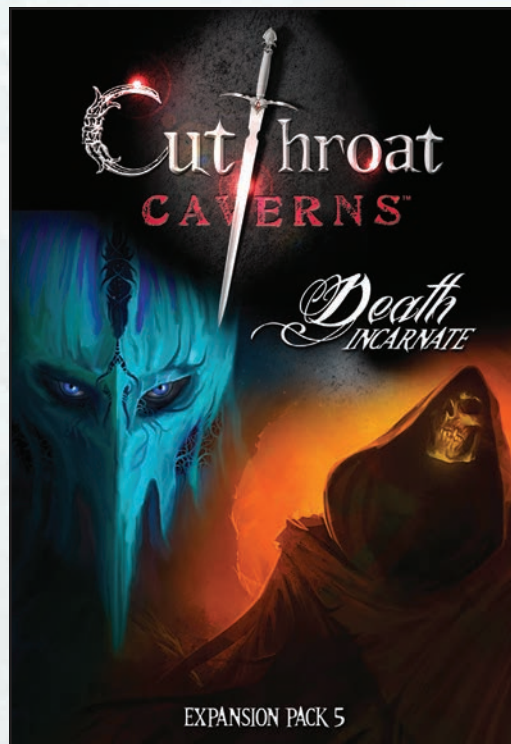
PSI SND0046 \$24.95 | Available Now!

In the vast universe of games, there are those that have earned a rather dubious honor and distinguished themselves as true, visceral games of unmitigated betrayal. More than simple 'take that' games, these games require their players to form alliances, to work together, trust one another – and in the end, turn upon each other in an effort to win! *Cutthroat Caverns*, by Smirk & Dagger Games, is one such game, infamous in the category as one of the top contenders for the backstabbing crown. Now entering its 10th year, this classic is delivering new excitement that will open the doors to a whole new crop of fans, including a killer new 5th expansion, an upcoming Anniversary Edition, and a mobile app version of the core game.



When asked about the game's beginnings, Curt Covert, inventor of *Cutthroat Caverns* and owner of Smirk & Dagger Games, said he found inspiration in the sharp dichotomy between two role playing groups from his youth. "I had a very unusual D&D group in high school. It was six women and me, all friends from the drama club, who found the improvisational storytelling of an RPG an absolute blast. We were a VERY lawful good party. If someone found a magic item, by the gods, it went to the person who could wield it best. It was high fantasy, Tolkien-style."

But after graduation, he arrived at Syracuse University and began playing with a very different group. "It was all guys from our dorm. And a few sessions into the game, I remember looking around the room in absolute horror. There was nothing the DM could dish out that would ever be as dangerous as the



party members by my side! My roommate (and best friend) smiled gleefully as he perfectly executed a plan to assassinate the DM's favorite NPC. He never saw what was coming, as Dave dropped rot grubs, captured from an encounter earlier that evening, on the character's eye sockets to bore instantly into his brain, as he lay helpless. Just to make a point!"

Years later, it was this feeling of abject terror, the realization that you couldn't trust the people you had thrown in with – and the cold, brutal knowledge that they were deadlier and more dastardly than the monsters you faced, which Curt wanted to capture and prolong throughout the entirety of *Cutthroat Caverns*. "I have always been one to design 'theme-first,' so I built the game around 'kill-stealing' and I looked for the levers I could use to reliably push players to commit terrible acts in order to gain wealth, power, and prestige, in spite of the impact to the party and their own best interests. Each Encounter in the game was built with a new and unique funnel that tempts players to misbehave in horrible, hysterical ways."

It is this design imperative that drives game play and leads to both the 'shock and awe' of what seems like self-destructive, or at least short sighted, game play – and the peals of laughter from enjoying the misfortunes of others at your hand. The German word, *schadenfreude*, so perfectly describes this experience – one almost feels as though the word was coined just for this game.



Cutthroat Caverns lives up to the expectations set upon the cover, "Without Teamwork, you'll never Survive. Without Betrayal, you'll never Win!" and has spawned several expansions over the years including the latest, *Death Incarnate*. This fifth expansion, released in September of this year and co-authored by Jonathan Lavalée, is completely dedicated to the most memorable and interesting of the *Cutthroat* creature types, The Incarnations.

"The Incarnations — Hate, Fear, Spite — are fan-favorites for a reason. They're not the same old orcs people are used to fighting... they're the very essences of human existence! Philosophically, this is the struggle of the whole game. How do you fight your baser instincts? How do you defeat them without succumbing to their influence? And on the flip side, how does it feel to fully give over to the temptation to act in ways we never would in the real world, in the safety of the game's construct?"

Death Incarnate more than doubles the number of Incarnations in the game, which now boast over 100 creatures, each delivering a unique play experience, like playing several mini games in a row. Here you'll face the Incarnation of 'Death', himself, who appears early in the game, throws fear into your hearts, and then drops to the bottom of the deck for you to face as the final Encounter. His touch removes every card in your hand, and his second doesn't deal damage — it out and out kills you! 'Pride', on the other hand, preys on your very achievements. All your hard fought Prestige points become the means of your destruction, as he strikes for 5 Life Points (LP) for every point of Prestige you have earned. 'Fortune' brings her own 22-card Tarot deck, which functions like a *Deck of Many Things*. Draw one before combat and, depending on the orientation, it's a boon or a curse. Fail to draw the cards, however, and she'll face you at the end, powered up for every card you didn't draw!

In addition, players can add to their abilities with a set of new Relic cards, each imbued with the power of an Incarnation. There's a Relic Incarnate for each creature in the box, and every Incarnation going all the way back to the base set. Even the Event cards carry the Incarnate theme. "Jonathan had a vision to place characters into the world of the Incarnate, to have their sphere of influence felt in every aspect of this set, including a new adventure book, offered as downloadable content. His fresh look revealed untapped ways to twist the mechanics for exciting new possibilities and dangers." For any fan of *Cutthroat Caverns*, *Death Incarnate* is a must-have expansion and represents some of the best work the team has produced for the game, ever.

But, wait! 2018 has even more news. Smirk & Dagger plans to release a 10th Anniversary Edition of the *Cutthroat Caverns* base game, with enhanced art and graphics, minor modifications to some of the creatures, a more intuitive rulebook, and some new rules mechanics. "Ten years ago, I didn't really have an art budget," Curt said, "and it's high time the game got a redress. Some of your favorite creature art will remain, but others, which were, in some cases, a bit rough around the edges, will be replaced with top-notch illustrations." And as *Death Incarnate* teased, the graphic layout of the Encounter cards has been



modified to provide a larger window to appreciate the illustrations, as well as better legibility of type. "We have also added a rule, which was introduced in *Death Incarnate*, that allows players to choose a final Encounter for dramatic effect. Each player chooses a favorite 'Finisher,' a big, bad creature that reliably delivers an exciting conclusion to the game. One is selected at random and placed on the bottom of the deck to face as the final Encounter." The game will be fully compatible with all previous versions, with card backs unchanged and the cover art will be updated for a modern audience. No hard release date has been given at this time.

But you can prepare yourself for the release early in February of 2018 when

Cutthroat Caverns arrives as a mobile app for iOS and GooglePlay. Created in partnership with Cellbloc Studios, who also created the companion app for *Paramedics: Clear!*, the app will feature much of the planned anniversary changes for the card game.

"You'll get to see all the new art in the *Cutthroat Caverns* app," said Curt, "and it'll have some cool features, like the ability to craft your own dungeon, adjust the difficulty, earn achievement badges, and more." That said, the *Cutthroat* app won't feature live opponents. "*Cutthroat* posed some real challenges in porting the card game to an app environment. There's so many opportunities to interrupt a player's turn in the game that any lag or other delay would make it impossible to react —and/or slow play to a crawl, waiting for each player to signal they were passing the opportunity to act." This meant that the design had to be centered on solo play vs AI opponents. Curt, James, and Walter of the Cellbloc team knew that the AI characters would need to be smart and differentiated from one another.

"I made a lot of notes about specific play styles and the player personalities behind them from my many years observing people play. From these, we set about making six unique AI players that would simulate playing with real people as closely as possible." There's a player who's a peace maker and spreads negative plays evenly amongst players. Another is 'tit for tat', targeting players who last targeted him. One has a grudge to bear against you, specifically. Learning who the players are and what drives them is part of the fun, just like in a live game.

If you've never had the opportunity to play *Cutthroat Caverns*, it's high time. Even amid the never-ending onslaught of games fueling the 'cult of the new,' you will be hard-pressed to find a game as devious, treacherous, and laugh-out-loud funny to play. Just remember, as you sit across from your new party members and enter the caverns, heed these words... "Trust No One."

...



Curt Covert is the owner and Chief Instigator at Smirk & Dagger Games, dedicated to proving that games are more fun when you can stab a friend in the back. A fourteen-year veteran in the industry and the inventor of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. In 2018, he will expand to include a new line, *Smirk & Laughter*, which will feature games with equally emotional-centered game play, but with a whole new range of emotions to paint with.



LEGEND OF THE FIVE RINGS LCG: CORE SET (FFG L5C01)

From Fantasy Flight Games, reviewed by Eric Steiger and Rob Herman



14 & Up



2 Players



45 - 90 Minutes



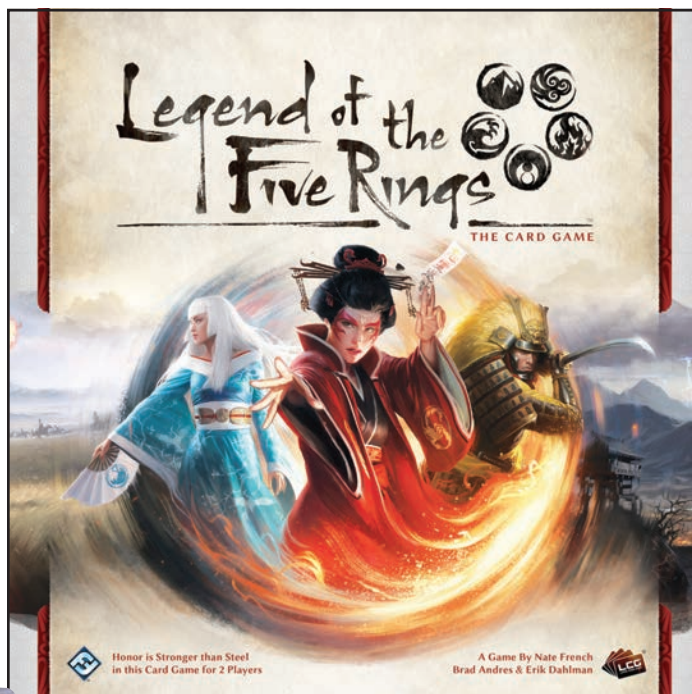
\$39.95

It's almost impossible to describe the bar Fantasy Flight Games set for itself two years ago when it announced the purchase and reboot of the second-longest continuously running collectible card game of all time, *Legend of the Five Rings* (L5R), as a brand-new game in its LCG (Living Card Game) format. How could a reboot possibly measure up to a game with over twenty years of history behind it and legions of devoted fans, many of whom had canonically affected the path of the game's official storyline? As it turns out, the answer is a combination of devoted care to preserving the spirit and feel of the original mechanics, story and setting, and a willingness to brilliantly and creatively depart from all three when called to do so. I recently returned from the first Winter Court World Championships in FFG's headquarters of Roseville, MN, where it became clear that they unquestionably succeeded. Players with a long and proud history of playing "old L5R" mingled and played on even footing with first-time visitors to the world of Rokugan, and the nearly 500 competitors present showed that the L5R LCG is every bit the worthy successor to its forerunner and a modern classic in its own right.

As an LCG, L5R is sold in a Core Set (MSRP \$39.95) containing at least one of every card available. Players can divide a core set to produce two sets of truncated decks with which to learn the game, but to many players' consternation, a tournament legal deck will require you to own at least two Core Sets, and the expectation is that players will purchase a full playset of three. Compared to the cost of entry of a competitive collectible card game, this is a significantly lower bar, but it may very well be a turn-off to a casual player just looking to sling some cards on a Friday night with a friend. That said, L5R is brilliantly complex, and someone who gets into it with the intention of casual play may very well find themselves heading down the rabbit hole of organized tournament play, which Fantasy Flight Games has gone to unprecedented lengths to support.

As to how the game itself plays, there is no way to do more than merely scratch the surface here. Each player assumes the role of one of the seven Great Clans of Rokugan, a fantasy empire based on a stylized and fantastic reimagining of medieval Japan. Each clan has its own lore and unique style of play, from the political machinations of the honorable Crane and underhanded Scorpion, to the military might of the Lion armies and Unicorn cavalry, to the elemental mystery of the Phoenix. As a player, you build two different decks: a Dynasty deck, containing the characters and holdings you'll call to your banner, and a Conflict Deck, containing items, spells, events, and other characters that you'll use to overcome your opponent.

One of the most intriguing and unique elements of L5R is the concept of *mono no aware*, literally "the pathos of things", or the embrace of



impermanence. In the game, every character you purchase using your Fate tokens (of which you receive a constant amount every turn) leaves play at the end of the turn. You may, when you play the character, choose to pay additional Fate to stall their departure, but eventually, every character will strut and fret their hour on the stage and then be heard no more. This leads to a fascinating rhythm of characters entering and leaving play, and a need to avoid putting all your eggs into one basket. Characters have political and military skill, indicating their strength in those two different forms of conflict, which will take place at the different provinces controlled by you and your opponent. Depending on the element of a conflict, the spoils of victory can range from gaining card advantage and sapping fate from an opponent's character (causing them to leave play that much sooner), to stealing some of their precious honor. Additionally, if your margin of victory is sufficiently high as the attacker, you can break your targeted province. Once a player has suffered three broken provinces, their stronghold becomes vulnerable to attack. Breaking your opponent's stronghold is the most common (but not the only) route to victory.

L5R is a great puzzle of a game, and while you'll pick up the nuts and bolts of play quickly, the strategy is as deep as, and possibly deeper than, any of FFG's other Living Card Games, such as *Android: Netrunner* or *A Game of Thrones*. You can expect your first 5-10 games to go 2+ hours, and you will wonder how a tournament round can possibly be only an hour long. But you'll want to stick with it, and by your 20th game (and you will end up playing enough that it will come sooner than you think) the patterns and lines of play will become familiar. Then you'll want to play 50 games, and 100, and every one of them will be pitched, challenging, and rewarding.

...

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FIVE SEALS OF MAGIC (MDG 4229)From Mayday Games, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"

10 & Up



2 - 5 Players



30 - 60 Minutes



\$40.00

Five Seals of Magic is one of our favorite games we acquired from Gen Con this year! It plays 2-5 people, and the components adjust for the number of players, so the experience is consistently good for two players (like us) and up through five. There are other games that *claim* to allow two players, but don't play as well unless three or more participate. This is *NOT* one of those games! We thoroughly enjoyed it, so much that we played it twice in a row!

The story is quite engaging, too. The Master of the Arcana Tower has departed, and the players are mages who must elect a new sovereign. But first they need to explore the tower's dungeon looking for hidden scrolls containing powerful spells. Those scrolls are protected by magical seals of the four elements – earth, air, fire, and water – and by magic mind power seals. The mage who wins will have collected the most powerful scrolls by game's end.

HOW'S IT PLAYED?

First, we must say the components of *Five Seals of Magic* are... *magical!* You start by laying out the six board segments that form the circular dungeon. Each piece has two sides that show the number of players, so, we used the segments appropriate for two. This made our dungeon a bit smaller compared to the five-player sides. In the dungeon there are two types of spaces: Circles that represent the magical seals, and tiles that serve as the scrolls. Each depict the number of a die (2-6). There are 120 magical seal tokens in the element colors (red, green, blue, and yellow) also showing the number of a die on them. Players randomly place them in the circles that match the number of the die. These form barriers in the path throughout the dungeon you must break through to collect the scrolls. There are 125 scroll tiles that contain spells, also with the die number on them and element color. Those are randomly placed on the scroll spaces during setup, which are along the outside edges of the dungeon. Now, one key point here – there are five "magical circles" the scrolls can belong to. The scroll tiles all have a number on them to represent what magical circle they're part of. (0 – 4) For each game, you always choose the basic set (labeled "0") and one other magical set (1-4) to use in the game. So, once you pick your two sets, you then mix them and place them on the board. Each set has different things the spells can do. This is an appealing aspect of the game as you can play with different sets and experience unique results each time. We played the suggested basic (0) and 1 (Circle of Might) sets during our first game, then the basic and set 4 (The Circle of Movement) for the second. There's also a purple element that's the "mind", which is similar to a 'wild card' that can be used for any color in the game.

Each player gets a mage token and one that represents the mage's familiar. Jane had the Witch of the East and her cat, while Philip played the Warlock of the Beyond and his toad. Those tokens are placed in the middle of the dungeon board at the beginning of play. Each player also receives a binding scroll for their familiar that starts you out with an option to cast a spell on your turn if you need it. As you collect more scrolls you'll have access to more spells you can potentially cast. Also, there are 24 colored dice (six for each element). For the number of players, place that many dice (plus one) on the board in their appropriate supply spot. In our game, each element had three dice available.

Determine the first player, hand them the first player token, and let the game begin! Beginning with the first player, each player chooses three dice to start with from the supply. When choosing dice, the color is important because you need to match the color of the seal tokens you need to break to get through the dungeon. For example, when I started in the middle I had three green seal tokens and some blue with a value of "2" in front of me, so it would be prudent for me to retrieve green and/or blue dice during the first round. After everyone has their dice, you all roll them simultaneously, then the turns begin.

Play is actually very easy, but you do want to strategize your moves.



On you turn:

- Decide if you want to use a spell scroll (if you have one). These spells can perform so many actions (ex: allow you to re-roll one of your dice, switch a die to another color, and swap magical seals on the game board). You can also use the familiar scroll you started with to add one to a die you rolled or move your familiar onto the board to block your opponent. (sneaky!)
- Check and see if you can break a seal – to break a seal your die or dice must mirror the color and be the same amount as the seal or higher. If so, you take the seal off the board and move your mage into that space (hopefully getting closer to a scroll space). The seal is then placed out of play. So, if I have a green die showing a three, and the seal requires a green "2", I can spend that die and remove that seal. You can only break one per turn. If you get to a scroll it works the same way, but you get to keep the scroll for the spells!
- If on your turn you cannot break a seal using the dice, you have to go back into the supply.

Each player keeps taking turns during the round until both players have no more dice to play. When it's your next turn, if you don't have any dice, you can then reset any scrolls you used for the next round, pick new dice for the next round, and bring back your familiar if they were on the board in play.

At the end of a round, check to see how many scrolls remain on the board with a "6" – in the two-player game if there are less than four on the board, the game ends.

Each player then calculates the strength on each of their scrolls and any bonus points they receive for having a Synergy spell (you get extra points for scrolls of that matching color). Whoever has the most points wins!

TIMING OF THE GAME

Both of our games took less than 30-minutes. It was a breeze to setup, learn, and play!

We look forward to having our friends over to play *Five Seals of Magic* again with more players, and try out the other sides of the board!

We highly recommend *Five Seals of Magic*, and hope you'll give it a try!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!





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BUNNY KINGDOM (IEL 51313)

From iello, reviewed by John Kaufeld

 14 & Up	 2 - 4 Players
 30-60 Minutes	 \$49.99

The Bunny Kingdom. It's a bold land, filled with opportunity. You can almost smell the carrots... and the spices, wood, gold, and pearls, too. With the Bunny King's call to action still ringing in your long, fluffy ears, you vie against other nobles to lay claim to the New World, develop it for commerce, and expand your strength and wealth.

iello's *Bunny Kingdom*, by designer Richard Garfield, presents players with a world filled with cities, resources, pastures, oceans, and rugged mountains. The game mixes several classic mechanics with strategy and a bit of luck as players establish fiefs, expand resources, and connect them, city-after-city, in their quest to earn the coveted title "Big Ears" (because such things are important to rabbits, you know).

Let's look at the Top Five things you need to know about hopping into the fun!

MAKING THE MOST OF TIME

Bunny Kingdom plays in exactly four rounds, which promises that you can get in a full game and still have time left to either play again or get something else onto the table before cries of "it's a school night" or "drat, I have to work in the morning" begin filling the room.

Each round begins by dealing a hand of 10-12 cards to each player (depending on the total number of players). The round ends when the last cards get played.

DRAFTING TOWARD VICTORY

Cards in the deck represent spaces on the board, improvements such as expanded cities or luxury goods, actions like building a camp or getting extra plays, or end-game victory point bonuses. Each round, players select two cards to play and then pass the rest to the next player.

The drafting mechanic builds tension nicely, forcing players to prioritize options while simultaneously hoping nobody else takes the card they wanted to play but had to pass on this time.

MAXIMIZING MULTIPLIERS

Unlike many exploration-style games, *Bunny Kingdom* doesn't necessarily reward you for claiming huge swaths of land. You need to balance expansion with improvements and score-boosting parchment cards (more about those in a moment).

Yes, you gain points by connecting resource spaces to cities. Three resources connected to cities with a total strength of four gives you 12 points at the end of the round.

But, there's another twist to the scoring: you only earn points for each unique resource (carrots, wood, spices, and so on) connected to a city. Connecting multiple carrot spaces to the same city or group of cities, for example, doesn't boost your points at all.

The trick to scoring involves collecting a balanced array of land types and then making sure those spaces get connected to one or more cities to make the most of your multipliers.

GETTING AHEAD WITH PARCHMENTS

Parchment cards create alternate ways to score points from your holdings at the end of the game. They only score once, but they can make a huge difference in your total points.

Some parchment cards represent unique treasures, such as the Royal Carrot, the Royal Crown, or the Left and Right Gloves (try to get them both — they're worth more as a pair!). Treasures give you a specific number of victory points. Most parchments set up a special scoring condition that



only applies to your holdings. King of Thieves, for example, gives you a bonus if you claimed nine cities or more during the game. A couple of them let you copy the effect of another player's parchment, giving you access to the same scoring opportunity.

CHANGING THINGS FOR TWO

Although *Bunny Kingdom* plays great with three or four people, it works surprisingly well for two thanks to a neat adjustment to the drafting rules. In each round of a two-player game, players get two hands of cards: the hand they'll draft from and a separate reserve deck.

Before each play, the players add one card each from their reserve decks to their respective hands, then they select one card to play this round and another to discard. Discards leave the game completely, so this gives you a way to eliminate a card that might give your opponent a huge advantage. I also recommend removing the Provision cards from the deck when setting up a two-player game. In a three or four player game, these cards give someone a helpful boost, but in a two-player game they become too powerful.

THE VERDICT

Bunny Kingdom puts an engaging spin on the classic exploration and development game concept. It presents players with plenty of strategic decisions, even when played just by two people.

We loved the in-game tensions created by the drafting mechanic and variation in play because of the large pool of cards in the deck. Regardless of the number of players, you never go through the entire draw deck, so the game creates a sense of mystery about which cards could show up during play.

And, yes, we'll say it — the bunny bits and cities look absolutely adorable on the board! The visual effect makes an irresistible draw.

There's a lot to like in *Bunny Kingdom* — and we loved it all. Garfield and iello have another solid hit on their hands!

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, The Dad Game (<http://dadga.me/column>).



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ATLAS: ENCHANTED LANDS (RGS 00576)

From Renegade Game Studios, reviewed by Rebecca Kaufeld

 8 & Up	 2 - 4 Players
 20 Minutes	 \$20.00

There is a shadow of peace where the trees live. Sometimes, if you earnestly seek it, it will allow itself to be found; it opens its arms to seekers of the calm and quiet, whether it be early morning, noon, or night. There's no hustle and bustle, drama or decay; instead, Time and Place hold the highest honors, and share their wealth with very few.

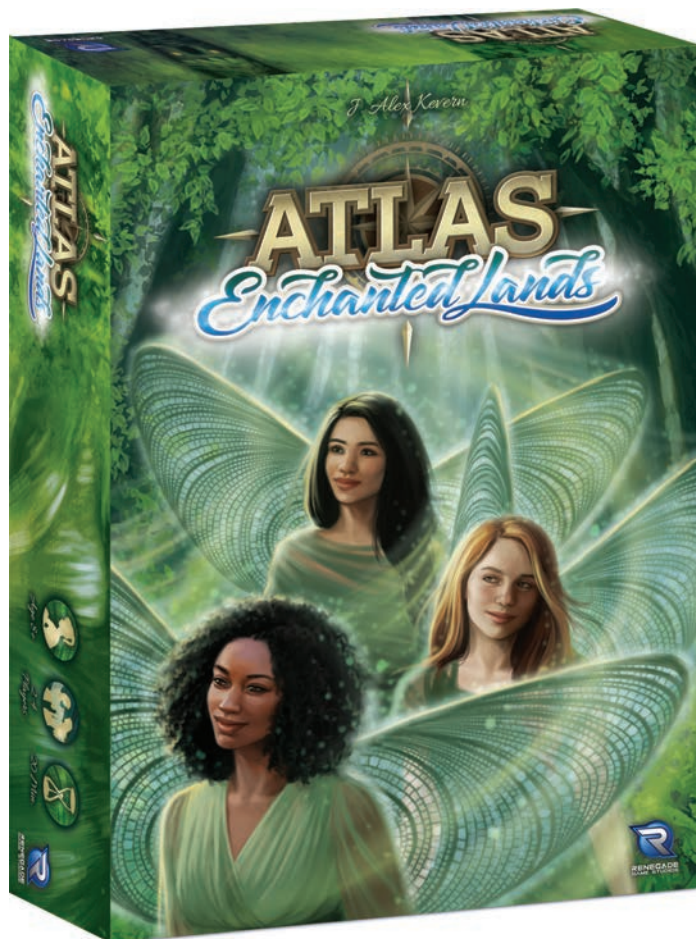
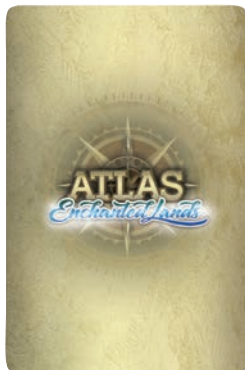
And you, lucky traveler, have been led to find them.

In *Atlas: Enchanted Lands*, Renegade Game Studios releases a tabletop and card game classic. Perfect for a variety of audiences, *Atlas* blends timeless set-making with a shrewd betting system, challenging players to be the first to guess the future in the forest. Will Time or Place be the first one found? Only the players' choices can determine it.

In *Atlas*, the forest is shared. Time and Place are present in every aspect of the woods: Dawn, Day, Sunset, and Night (for Time) or a numbered location or character (for Place). However, they won't reveal everything at once; instead, players must work strategically to uncover each facet of the enchanted land. They'll receive seven cards to help them begin.

From there, each player's turn consists of two actions: play a card (and possibly a prediction) and draw a card (if available). The cards are played into the matching row (Time) and column (Place), and if placed into a set, can score points.

When a player adds a card to the forest, they check the row and column it matches to



see what other cards are already in play. In a column, are there three other cards? Adding the fourth will trigger the set, and anyone who "bet" on Place will score points. If the column is safe, what about the other cards in the row? Four consecutive cards (these are numbered, so cards 3, 4, 5, and 6, for example) will score, but other cards farther down the line will not.

When a card doesn't score a row or column, the player can add betting chips to the table to signify who they believe will score first, Time or Place. As play continues, and more pieces of the forest become visible, some cards may score – and others might still be waiting for their set! To make sure play continues, scored cards are flipped over but kept in place, just in case they can be used again in the future.

At the end of the game, players count how many betting chips were correct, and the player with the highest number wins. So, what are you waiting for? There's an Enchanted Land to explore... and may Time and Place be ever in your favor!

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



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WARHAMMER UNDERWORLDS: SHADESPIRE (GAW 110-01)

From Games Workshop, reviewed by Thomas Riccardi



12 & Up



2 Players



40 - 60 Minutes



\$60.00

The city of Shadespire is legendary as countless tales have been told about this accursed place. Some say treasures beyond belief lie behind its walls, and your thirst for knowledge will be forever quenched if you venture within its gates. These are all lies, as those who are either too brash or foolhardy are trapped within these walls forever. The city periodically warps and shifts as various beasts and warriors clash on the deserted streets to sate their craving for blood or glory. Will you be among the fortunate few to conquer the foes in the twisting corridors of Shadespire, or succumb to defeat by your rivals? This is *Shadespire*, a standalone board game from Games Workshop.

The main difference between this and other *Age of Sigmar* games has to be the scale. While most of the *Warhammer* board games require an army to assemble and unleash against your foes on the battlefield, *Shadespire* uses warbands, which are small squads of warriors (usually 3-8) that skirmish on the city streets. There are two factions included with the game: Garrek's Reavers (servants of the blood god Khorne) and the Steelheart Champions (of the Stormcast Eternals). Other warbands will be available and are useable with this boxed set, or can be incorporated into your *Age of Sigmar* games, as well. Also in the box are two double-sided game boards, dice, cards (power and objective), and a rulebook.

Shadespire's miniatures are intricately crafted — you can make out every fold of cloth and minute detail on their weapons and armor. However, there's a major difference between this and other Games Workshop product — these miniatures don't need glue to assemble (Yes!) You heard right! They're a cinch to snap together straight off the sprues, and are ready for priming, painting, and playing. I was floored when I saw how quick and easy this was, and am hopeful that GW will adapt this to other lines in the future!

The rules of *Shadespire* aren't too complex, even for newcomers to the hobby. First, the city is laid out by using the game boards and placing objective markers. Then you draw cards that correspond to the faction that you're playing and place the fighters on the board.

The game is broken up into three rounds of play, each with an action and end phase. During an action phase you can move your fighters, attack, charge forward, take an action (meaning upgrade attacks from a card in your hand), and draw or discard a card or pass. All the attributes of your fighter is represented on their corresponding card which shows how far they can move, how much damage they can take, etc.

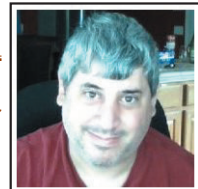
Combat is resolved by choosing your attack and selecting your target, then rolling the number of successes (matched up with a symbol on the card). The defender also gets to roll the defense dice equal to his defense stat. If the attack total is less than the opponent's defenses, then the attack fails. However, if the attack total is equal, it still fails, but the combatant can push the defender back one hex. If the attack total is greater, then the target takes damage, with wounds tallied. If enough damage is rendered, the token is removed from the battlefield and the antagonist is awarded one Glory Point.

Another way to gain Glory Points is to secure objectives prior to the end phase, where players can score objectives, discard unwanted objectives, play upgrade cards, discard unwanted power cards, or draw objective and power cards (to a maximum of three objective and five power). The player with the most Glory Points by the end of the third round wins the game.

With easy-to-assemble miniatures, an in-depth story, and fast-paced rules, *Shadespire* is a game that new and veteran players will come to enjoy. For more information about the *Shadespire* line and the up and coming projects, visit <https://warhammerunderworlds.com/> and prepare to do battle in this twisted city!

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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